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PLAYSTATION 2

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COVER STORY

THIS IS PLAYSTATION 2 6
A picture says a thousand words when it comes to PS2. Our shots from the biggest upcoming games prove Sony has every reason to crow about its new wonder box.

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THE ONLY TESTS TO TRUST

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It's fraggin' brilliant

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Fantastic plastic to blag from us

QUAKE 3 ARENA OFFICIAL STRATEGY GUIDE 28
We've got a fistful for you

WIN £100 39
Money for nowt, lad

GRAN TURISMO 2 76
Win loads of goodies for PlayStation's hottest racer

SONIC ADVENTURE 100
Want the 'hog on your NeoGeo for nothing?

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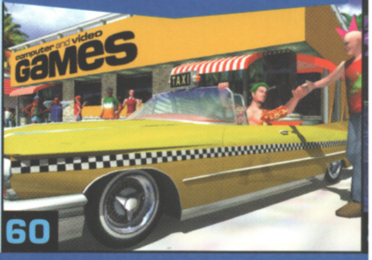

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MAILBAG "I can't believe it. *GoldenEye*, The Best

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A picture says a thousand words when it comes to PS2. Our shots from the biggest upcoming games prove Sony has every reason to crow about its new wonder box.

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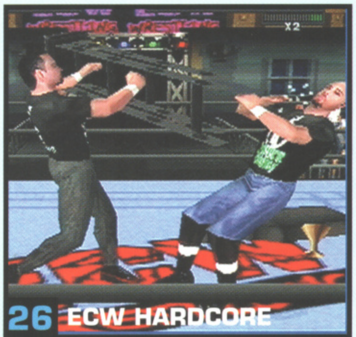

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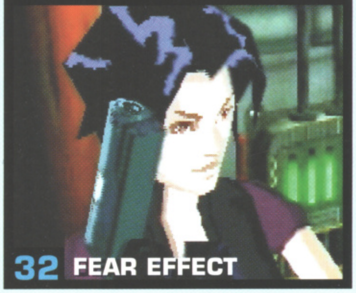

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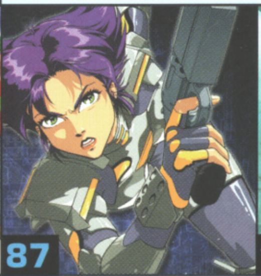

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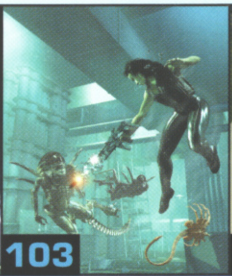

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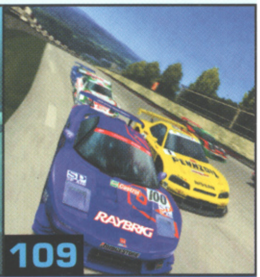

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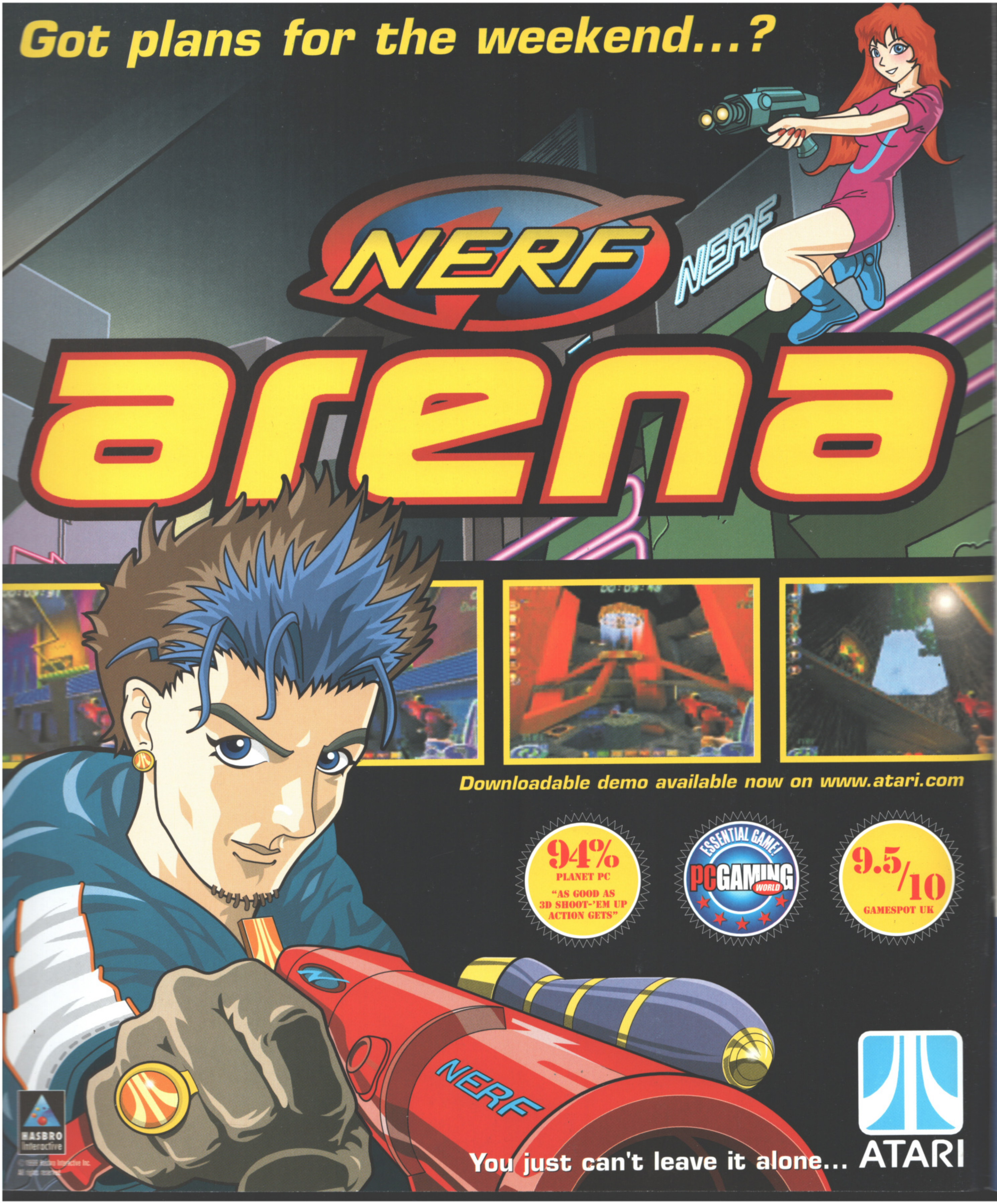
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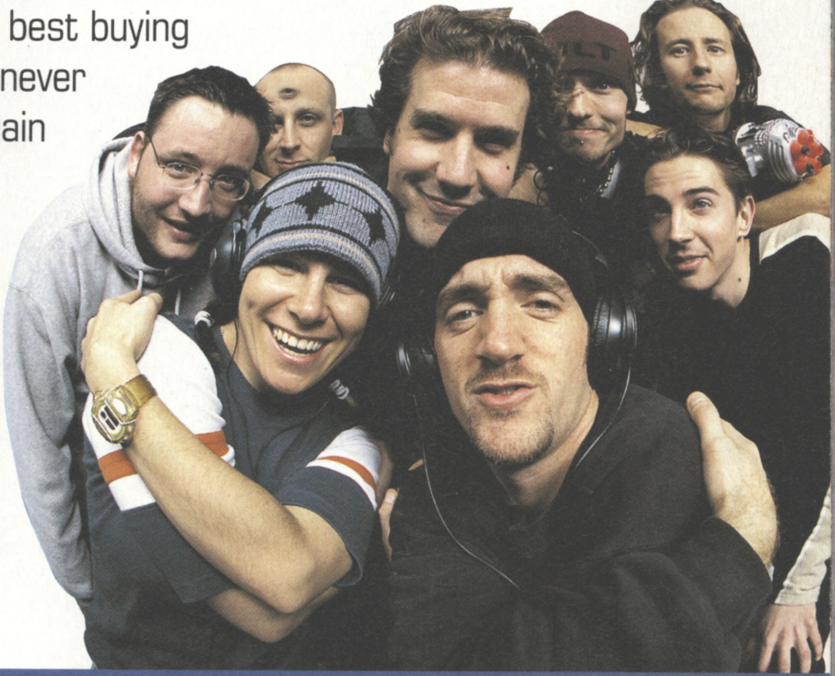

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Did you know we were the world's first games magazine? Did you also know we're still the UK's best selling mag that covers every kind of game? That's something no-one else can claim – you don't survive unless you're offering a superb magazine, and you don't stay number one if you're not a whole lot better than the other mags on the shelves. Those are two judgements that readers like you make every month.

MEET THE TEAM...

Who produce the mag and their most-played games this month

Join us online at www.computerandvideogames.com

HOWELL
- *Soul Calibur*
- *GT2*
- *Unreal Tournament*

ELLIS
- *The Sims*
- *Quake 3 Arena*
- *Crazy Taxi*

GARRATT
- *Space Channel 5*
- *Rally Championship*
- *Unreal Tournament*

PAYNEEEE
- *Quake 3 Arena*
- *NBA 2K*
- *NeoGeo Sonic*

CHUBBS
- *Finger BMXing*
- *GT2*
- *Crazy Taxi*

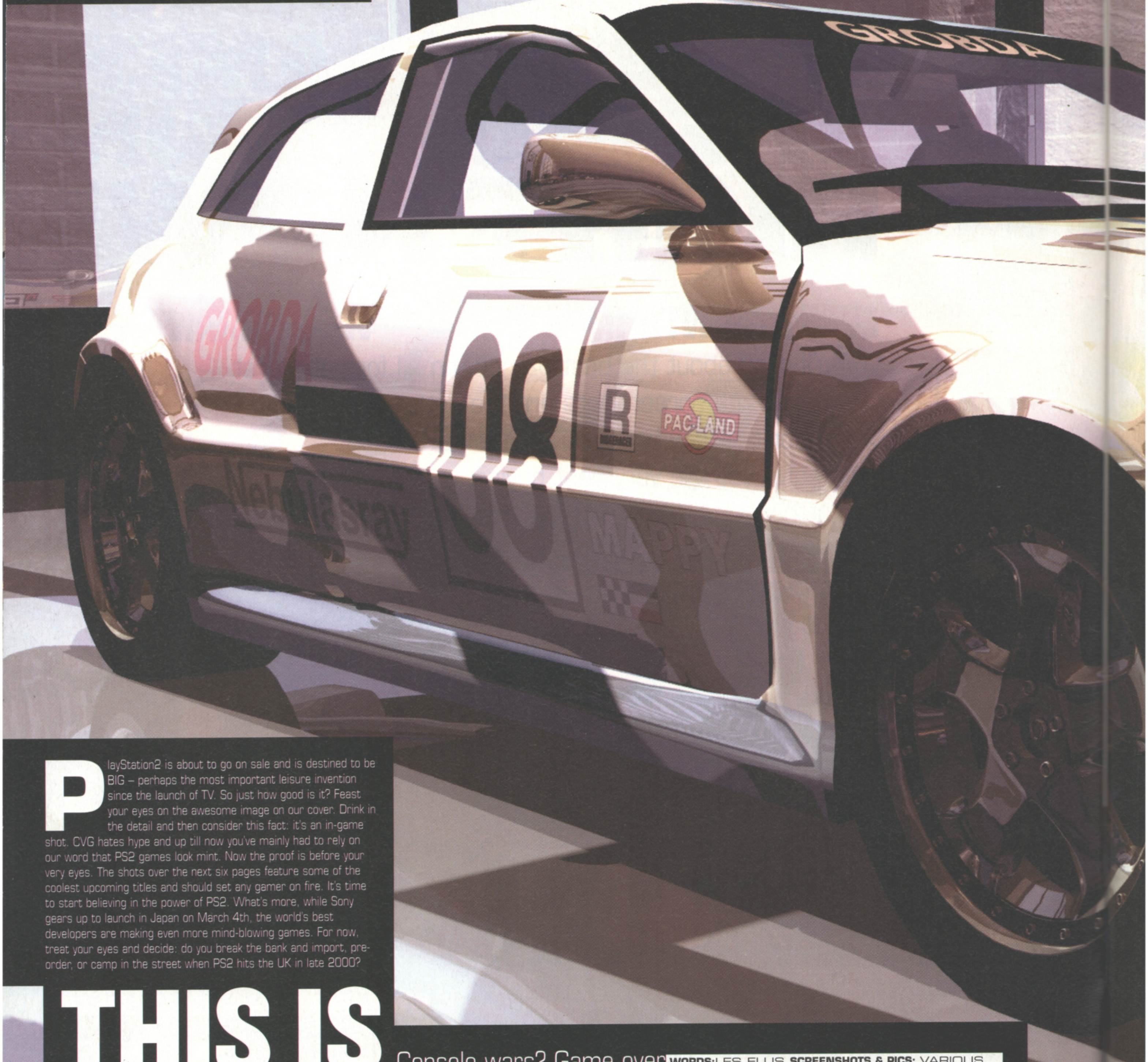
WALKER
- *Quake 3 Arena*
- *Team Alligator*
- *Unreal Tournament*

SCOTT
- *Rally Championship*
- *NBA 2K*
- *Street Fighter Ex 2*

DAVIES
- *Unreal Tournament*
- *Street Fighter III*
- *Shenmue*

CORMACK
- *Beat Mania*
- *NeoGeo Sonic*
- *Crazy Taxi*

SKITTRELL
- *Sreet Fighter Alpha*
- *Crazy Taxi*
- *Ehrgeiz*

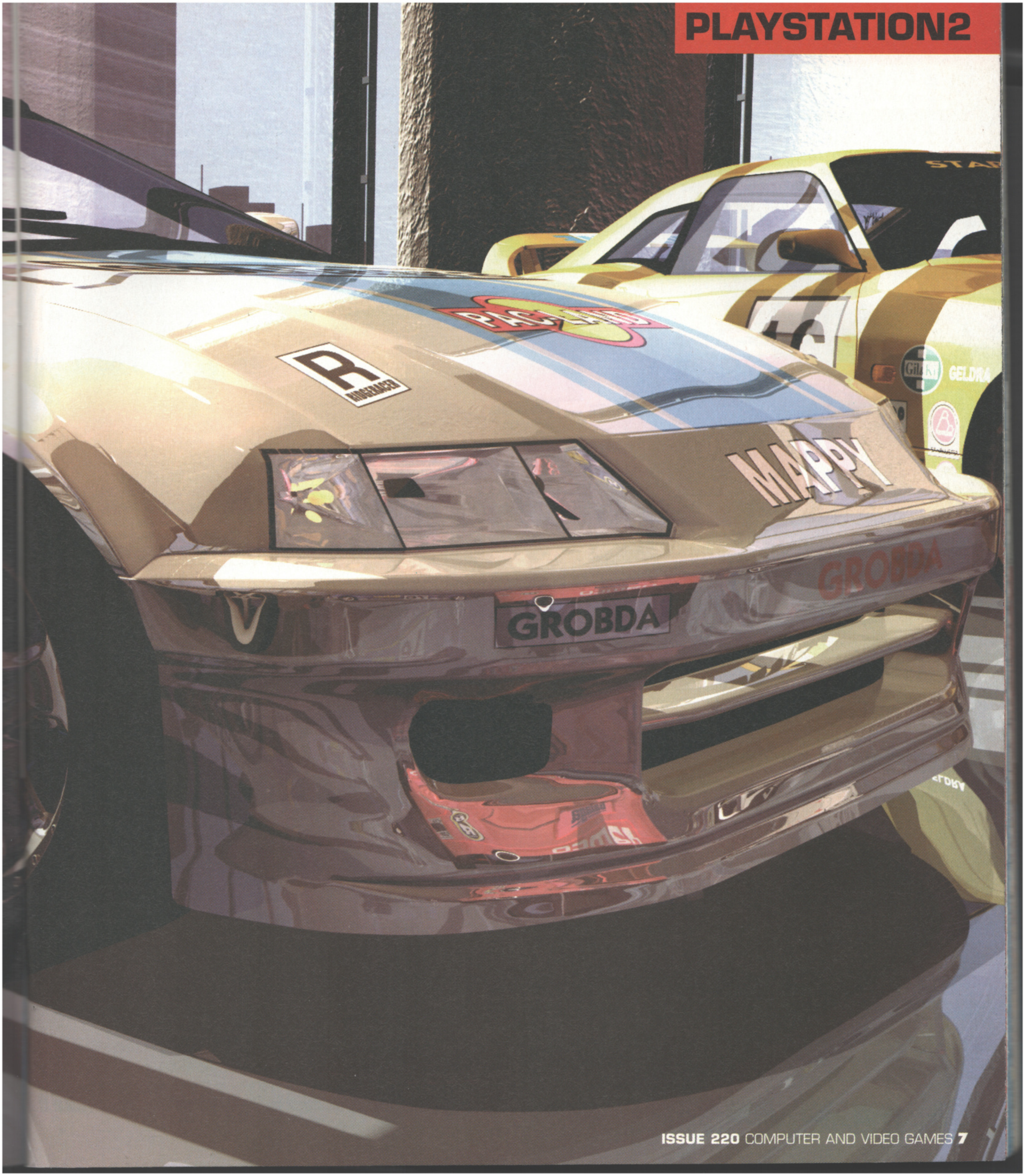


THIS IS PLAYSTATION2

Console wars? Game over

WORDS: LES ELLIS **SCREENSHOTS & PICS:** VARIOUS

PlayStation2 is about to go on sale and is destined to be BIG – perhaps the most important leisure invention since the launch of TV. So just how good is it? Feast your eyes on the awesome image on our cover. Drink in the detail and then consider this fact: it's an in-game shot. CVG hates hype and up till now you've mainly had to rely on our word that PS2 games look mint. Now the proof is before your very eyes. The shots over the next six pages feature some of the coolest upcoming titles and should set any gamer on fire. It's time to start believing in the power of PS2. What's more, while Sony gears up to launch in Japan on March 4th, the world's best developers are making even more mind-blowing games. For now, treat your eyes and decide: do you break the bank and import, pre-order, or camp in the street when PS2 hits the UK in late 2000?


PAC-LAND
R
RIDGERACER
MAPPY
GROBDA
GROBDA
GEL DRA

THE BEST OF THE BEST

The triple A titles that are reason enough to blow £240 on PS2

TEKKEN TAG TOURNAMENT - Namco

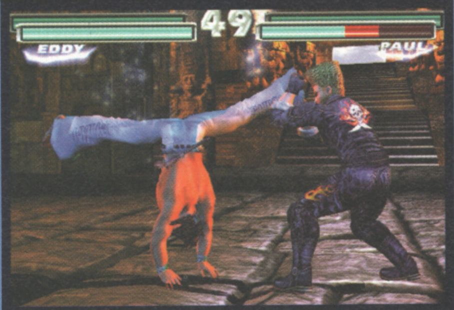
The legendary series that knocked *Virtua Fighter*, *Street Fighter* and *Mortal Kombat* to the floor just keeps getting stronger. Think how stunning the intros from *Tekken 3* were and then check out how impressive the next generation *Tekken*'s in-game graphics are. Sweet, eh? Drool-worthy innovations include realistically animated backgrounds and the all-new tag feature where, if you're getting a complete shoeing, just hit the Tag button and call in a new character to exact some revenge on your opponent.

RIDGE RACER 5 - Namco

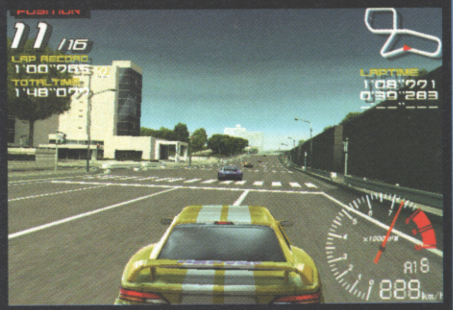
Again, tough to tell the intro sequence and in-game graphics apart, as Namco demonstrated with the early video demos of this updated racer. It may be somewhat overshadowed because *Gran Turismo 2000* looks just so bloody brilliant, but die-hard racing fans will love this to death. Despite the dozen or so racing games already announced, *RR5* and *GT2K* look sure to be the main contenders scrapping for pole position for the first year or two. Ridge Racer provides arcade flair, and GT2000 is pure simulation

GRAN TURISMO 2000 - Sony

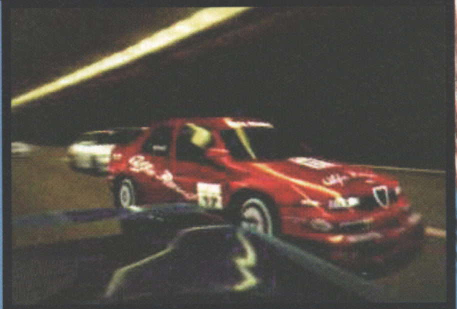
Gran Turismo 2 was a big step up from the original on PlayStation in a lot of areas but not visually (see our review on p76). For a major graphical innovation, you're going to have to wait for the PS2 game. Sure there's even more cars and tracks to enjoy, but what'll really grab you is it looks far more realistic - incredible detail right down to reflective surfaces and heat shimmer around car exhausts. It's so real, even Jeremy Clarkson will be gagging for a go. Time to live out your boy racing fantasies.



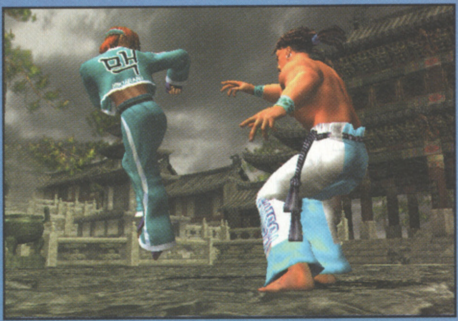
Eddy was the cheesiest character in *Tekken 3*, rewarding random button bashes. His moves are looking cooler in *Tekken Tag*



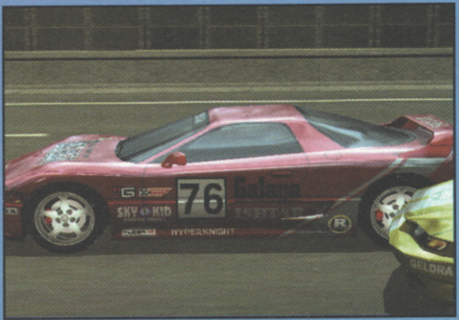
One look at this screen should tell you this is a *Ridge Racer* game, but unlike any that have gone before



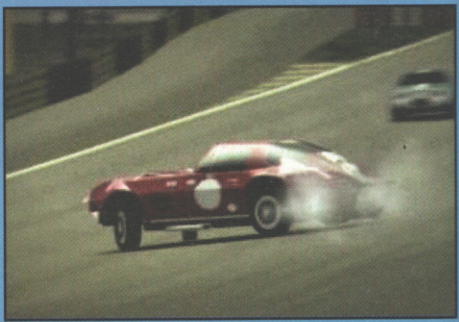
And you thought the light reflections in the orginal *Gran Turismo* were cool. *GT 2000* takes it to the next level and then some



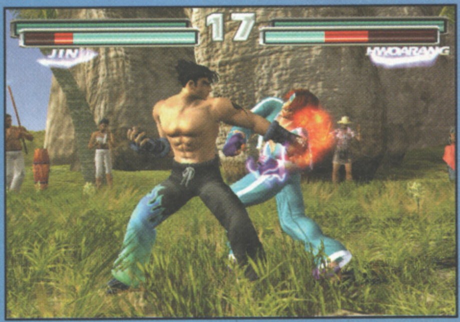
If you're taking a beating on PS2, you'll know it. Fighters faces and bodies will contort in pain, spurring you on to a come back



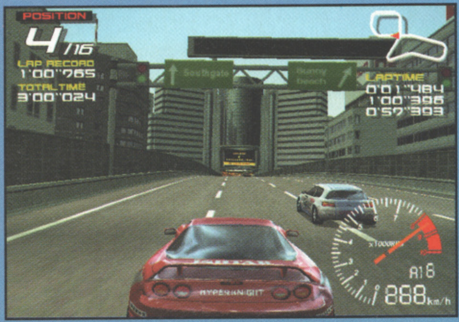
Each car is modelled to fantastic detail. And the sponsors? All named after old Namco games and characters. Cool



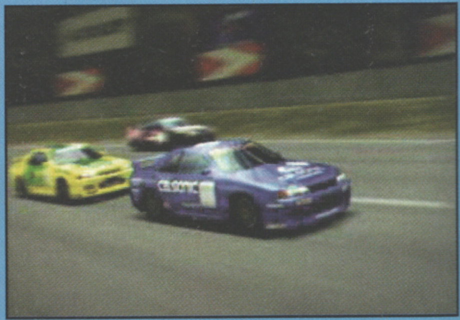
Expect a healthy line-up of old classics to race alongside the tastiest metal of the 1990s and beyond



Look at that grass. See how they stand among it? The grass really exists in *Tekken Tag* - each blade is modelled out of polygons. Wow

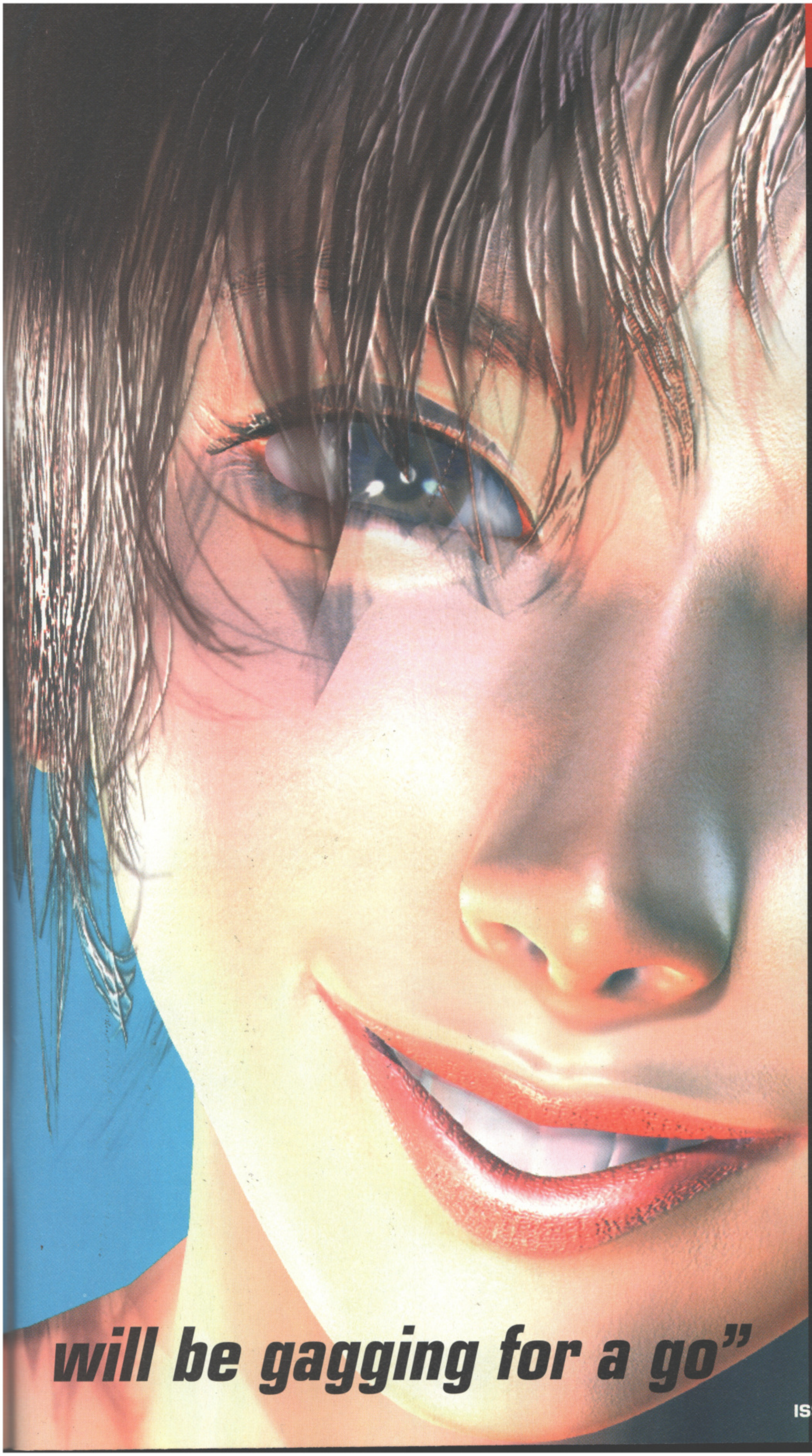


***Ridge Racer* brought street racing to the masses and this newset version gives you a more realistic cityscape than ever before**



Motion blur, heat haze and tyre smoke are just a few of the effects that will make *GT 2000* the most convincing driving game ever

'GT2000 – *so real even Jeremy Clarkson*



will be gagging for a go”

PLAYSTATION2

IT'S RAINING GAMES

Usually, a new console has to shift a million or two units before games developers really get behind it and start creating brilliant games (remember the lack of N64 titles?). Not PlayStation2. Oh, no. Every single day, info on new games of every type and from every corner of the world is simply exploding out of the woodwork. It's damned hard to keep up. Below are just a few of the newest. Some have been officially announced while for others we've got the skinny on the hush-hush – so the rest of the gaming world won't know about them until they've read CVG. We'll have screenshots of the best to keep you going in the coming months.

- **3D GOLF** Added realism on the virtual greens.
- **3D REAL DRIVE** Burn round town and home for tea. Not.
- **A-TRAIN 6** Run a railway better (or worse) than Virgin.
- **ARMOURED CORE 2** Big robots make big scrapheaps.
- **BAKI THE GRAPPLER** Bizarre wrestling game.
- **BILLIARDS MASTER** No prizes for guessing this.
- **BLOODY ROAR 3** A beat-em-up with animals.
- **BOMBERMAN 2001** Top multiplayer game rejuvenated.
- **BORDER CROSS** Formely known as *X-Fire*.
- **BUST-A-MOVE 3** Great puzzle game.
- **CHORO Q HG** Japan's version of racer *Micro Machines*.
- **COOL BOARDERS** Whiter than white snowboarding sim.
- **DARK CLOUD** RPG/sim. Make a world, then live in it.
- **DRUM MANIA** Bangin' rhythm-action *Beat Mania*-style.
- **ETERNAL RING** RPG seen *Quake*-style.
- **EXOTICA** Lee's volunteered to review this.
- **F1** Should be the best of the numerous F1 games.
- **F1 GRAND PRIX** Make like Hakkinen, not Senna.
- **FIGHTING CUTIES** Japanese girls mud wrestling...please.
- **FX PILOT** Feels like real flying, only not quite as dangerous.
- **GO BY TRAIN** Another one to please to world's anoraks.
- **GRADIUS 3 & 4** Comic shoot-em-ups.
- **JADE COCOON 2** Sequel to underrated RPG.
- **KESSEN** Strategy set in feudal Japan.
- **LAKEMASTERS EX** Addictive fishing game.
- **LET'S BECOME A PILOT** Let's find a good name first.
- **METAL GEAR 2** Biggest game on PlayStation and PS2.
- **MOBILE SUITE GUNDAM** Mobile robosuits. Kill people.
- **NINJA GAIDEN** *Shinobi*-style ninja scrolling beat-em-up.
- **POPORO CROIS** Soft 'n cute RPG.
- **POWERSTONE 2** Even madder than mad fisting action.
- **PRO MAHJONG** Tile-matching puzzler.
- **RESIDENT EVIL 4** More zombie face-eating action.
- **ROADSTERS TROPHY 2000** Updated racer.
- **ROBOCOP** Buy this game. You have 20 seconds to comply.
- **SKY SURFER** Board action.
- **STREET FIGHTER EX 3** Severe scrapping action.
- **TENCHU 2** Gory ninja action adventure.
- **THE BOUNCER** New game style, the playing action movie.
- **TOMB RAIDER 5** Or whatever they call Lara's next trip.
- **TUNING CAR RACE GAME** More serious racing game.
- **UNISON** Rythm-action.
- **WILD WILD RACING** Yet another racer.

AND THERE'S MORE...

There's already far too many PS2 games in the offing to keep track of them all – by the time you read this, we'll know about a couple of dozen more titles being worked up for PS2. But here's a few we know about to ponder on as you're lying in bed dreaming about what games you'd like to see:

1 On 1 Government; AI Igo 2001; American Arcade; Bakuyru 2; Battle of the Ghat; BBD 2000;Boku to Moah; Den Sen, Fantavision; Fighting Illusion; Fly High; IQ Remix; Jikkyou Powerful Pro 7; Magical Sports Koshien 2000; Magical Sports Catch Bass; Magical Sports Golf; Mahjong Yaroze; AI Mahjong 2001; Morita Shogi; Onimusha; Panzer Century G Breaker; Perfect Golf; Reiselied; Shanghai 5; Shin-Sangokumusou; Sidewinder Max; Soldnerschild; Sonnette; Soul Surfing; Splash Dive; Star Ocean 3; Street Mahjong; Tetsuman Menkokaiden; Todai Shogi; World Neverland 3.

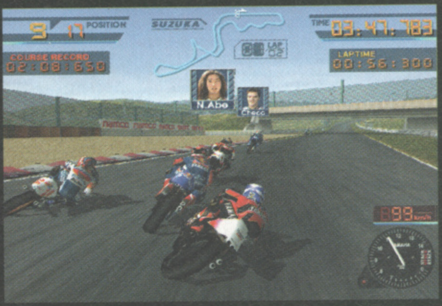
YOU WANT EVEN MORE?

Players want wishful fulfilment, not wishful thinking

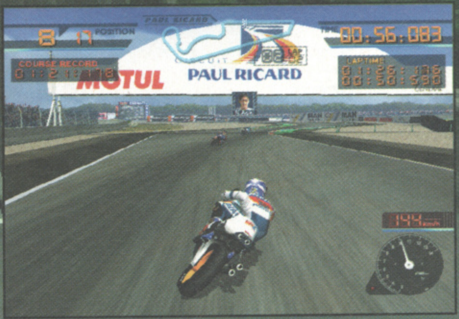
The in-game shots you're gawping at are in all probability the best looking you and we have ever seen. But great as these games will be, they look certain to be just souped up versions of what has gone before: *Gran Turismo 2000* – more cars, more courses, delicious graphics and maybe a few new features - will probably be just another *GT* racing game. If games history is anything to go by, *FIFA* and *ISS* should seem a lot more realistic on PS2 but, in all likelihood, will simply be graphically-impressive re-workings of tried and tested football formulas.

500GP

Knee-scraping action from the masters of the racing game at Namco. Be Carl Fogarty, only you don't have to wear dodgy leather. Unless you like dodgy leather...



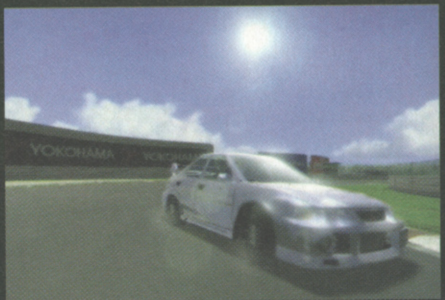
Ridge Racer on two wheels from Namco. It can't get much more realistic than this



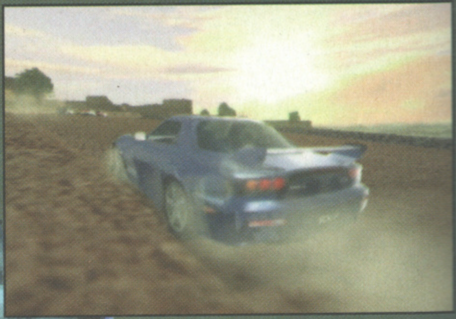
Real bikes, real courses and real riders. The only thing that isn't real is the danger

TYPE S RACING - Square

Yet another racer prepares to slug it out for pole position. Despite the amazing look, this one looks likely to start on the second row of the grid behind the big two racing titles.



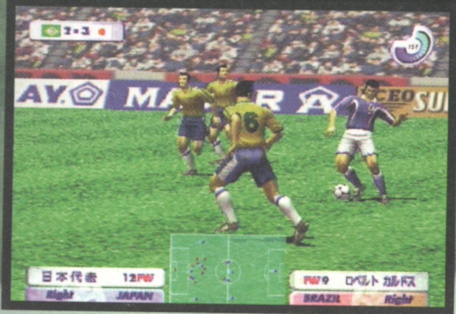
If Square can make a racing game as good as it makes RPGs, then the battle for PS2's driving crown will be a three horse race



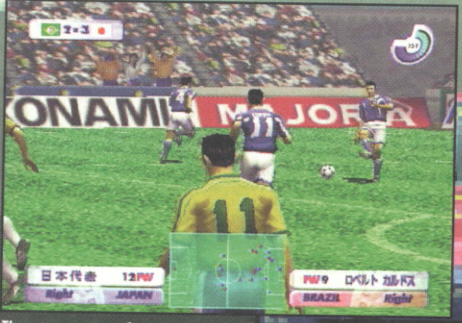
Just look at those atmospheric effects. The power of PS2 makes it possible to throw up all that realistic dust when driving

ISS - Konami

One thing's for sure, it'll look better than a 60 yard Beckham volley or a nudie shot of his Missus. EA are planning a *FIFA* game, but our money is on this to pip it to the Premiership title.



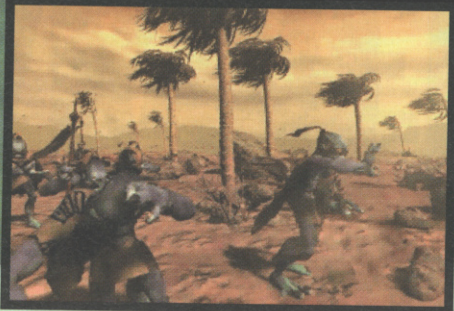
The *ISS* series are the finest football games ever made. Imagine that legendary playability combined with photo-realistic visuals



These screens are from a very early version of the game. Expect it to look truckloads better when it launches alongside PS2 in the UK

MUNCHIE'S ODDYSEE - GT

Abe is back, sort of. More arcade puzzling, platform jumping and farting action from the Oddysee team. They've pulled out good 'uns so far, so hopes are high for this.



Abe is one of the most popular characters on PlayStation. His PS2 debut will be eagerly awaited by millions

POWERFUL MOMMA

There's no doubt that PS2's one powerful momma - so powerful in fact that the US originally banned Sony from selling it in China. If the sound quality is good – and you'd expect Sony to get that right – it could make your hi-fi obsolete and even your video player if later PS2s ship with a recordable DVD player. And all for £240. It won't be hard to convince parents that PS2 makes sense for all the family.

FLASHY GRAPHICS

But Sony promised games players that PS2 is capable of so much more than just giving their favourite titles flashy graphics. The Emotion Engine at the heart of PlayStation2 is geared towards totally changing the gaming experience, making it more immersive and engrossing even than watching TV.

BEYOND RECOGNITION

The real turning point in gaming history will come when developers pull away from doing tarted up PC conversions and use the connectivity and pure, unadulterated power of the PS2 to smash gaming boundaries beyond recognition. If they get it right, we can expect games featuring worlds so huge you may never explore them fully. Games that offer so much diversity that they'll never play the same way twice. Online games of all genres – not just RPGs – that will allow you to play smoothly with thousands of real people.

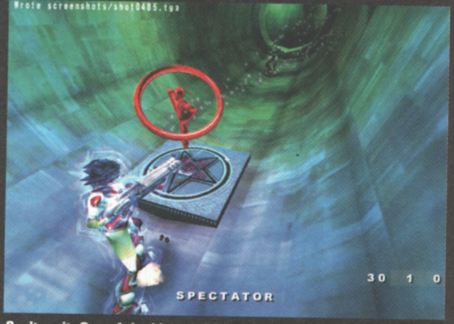
TRUCKLOAD

In the meanwhile, there's plenty of games to get pant-cackingly excited about from developers behind titles with proven popularity. It's good to know the *Metal Gear Solid* team have been recording sound effects for their secret new PS2 project, and you can expect new titles from those responsible for *Tomb Raider*, *FIFA*, *ISS*, *Crash Bandicoot* and just about every other big PlayStation title. Even big American developers like Raven (who are behind gore fest *Soldier of Fortune* and the *Heretic* series) have some very exciting stuff up their sleeve (see the box at the top of the page). So when PlayStation2 is launched in America later this year, they'll be ready with a whole raft of super-cool US-made games.

CALL ME SCEPTICAL

Perhaps games like *Kessen* and *Dark Cloud* will surprise us and pull something totally innovative out of the bag, but we suspect players will have to wait at least a couple of years for truely ground-breaking games to arrive.

STOP PRESS...STOP PRESS...



Can't wait. One of the biggest PC games of the year coming to PS2

QUAKE 3 ON PLAYSTATION 2: IT'S OFFICIAL

Just as we went to press, the news that we wanted to hear arrived. Two companies are in the running to develop *Quake 3* engine-based games and both are working on versions of *Quake 3 Arena*. PC developers id will decide which one is best and gets released. Electronic Arts in the States are using the *Quake 3* engine for numerous projects while Ravensoft (*Soldier of Fortune, Heretic 2*) are working on versions of *Quake 3* and possibly *Star Trek Voyager* to develop PlayStation2 technologies. Nothing is official yet, but we'll bring you news of the winners of this contest soon.

YOUR CHANCE TO MAKE GAMES BETTER

If you're as excited about PlayStation 2 as we are but don't want the same old same old, then this is your chance to make a difference in the future of games. Sign this letter imploring game inventors to truely exploit the power of PlayStation2 rather than just bang out conversions and sequels. Then cut it out and send it to your favourite publisher or games developer.

Dear Mr Developer,

Across the world there are going to be millions of PlayStation2s sat by TVs, with people like me dying to play the games we can only dream of right now. I don't mean to sound ungrateful, because your current batch of games look absolutely stunning, but what we want are new and original ideas that will take gaming to the next level. Please can we have games that really push the machine and go in new directions. Racing games are good, but they can only look so good. Platform games are fun but once you've finished them, that's it. Sony tells us that PlayStation2 can change gaming forever. Please, please, please prove it to us and don't take the easy way out by just doing PC conversions, first-person shooters and sports titles. Go on, blow our minds! We're ready and waiting.

Cheers

A Computer and Video Games reader.

GAME BOY ADVAN

THE REPLACEMENT TO GAME BOY COLOR SHOULD LOOK SOMETHING LIKE THIS...

HANDHELD GAMING is about to make a mighty leap into 32-bit technology. Game Boy Advance is the fantastic looking replacement to Nintendo's hugely successful Game Boy Color. With more power and the potential for SNES quality games, Advance is set to make handheld gaming more fun than ever. From our inside sources, this is what we reckon the machine could look like.

COMPATIBILITY

Game Boy Advance will play all your old Game Boy and Game Boy Color games, meaning you'll have a ready catalogue of games when you upgrade. Unsurprisingly, the dedicated Advance games won't run on the older systems. It's also thought that the Game Boy Advance will have some sort of link capability with the upcoming Nintendo Dolphin console, so you'll be able to work on certain aspects of games while you're on a train or wherever and then transfer the data to your home system.

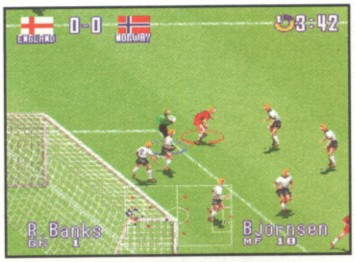
RELEASE DATE

Initially, Nintendo said Game Boy Advance would launch in August 2000 in Japan, but insiders are suggesting the system will ship as early as April. Cleverly, this pitches the machine against the amazing PlayStation 2 and it's certainly not a foregone conclusion as to which gamers would choose - especially since the Game Boy Advance will be under half the price. The UK launch date is not likely to be this year, but it's going to be worth the wait. Prices are unconfirmed, but a UK cost of between £90 and £120 looks likely.

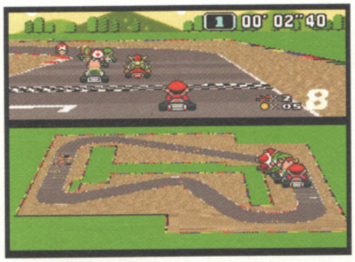
DEAN SCOTT

THE GAMES

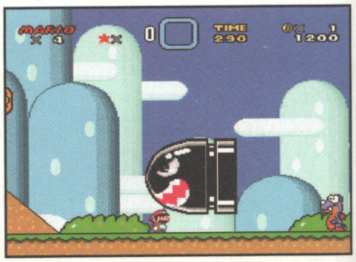
Nintendo has admitted that the forthcoming Game Boy Advance is a dead cert for some tasty SNES conversions. There's quite a catalogue of contenders and we hope Nintendo has the good sense to get these nine out there, pronto.



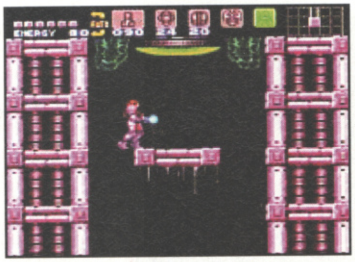
ISS DELUXE: The premier 16-bit kickabout and one that still plays better than most of today's contenders



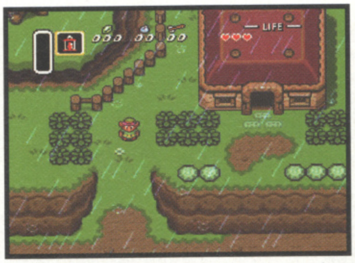
SUPER MARIO KART: Rightly hailed by many as the most single player fun racer ever. Truly shone in multiplayer mode, too



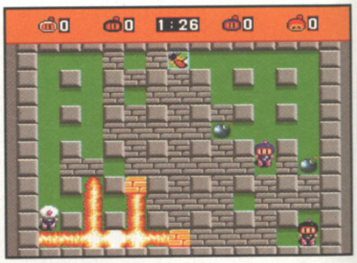
SUPER MARIO WORLD/ALLSTARS: Perfect playability and fantastic level design keeps you playing to the finish



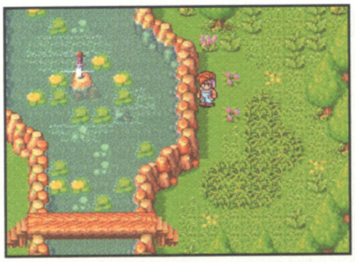
SUPER METROID: Massive arcade adventure which balanced compulsive blasting with lots of exploration



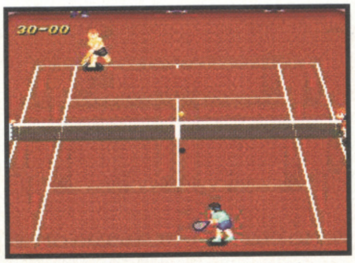
LEGEND OF ZELDA: Link's adventure is every bit as exciting as his N64 epic. Proved RPGs didn't have to be boring



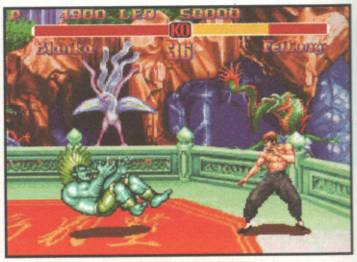
SUPER BOMBERMAN: Classic formula: lay bombs to blow up your opponents. A Net multiplayer mode would rule



SECRET OF MANA: More of a hardcore roleplayer than *Zelda*, and better for it in many gamers' eyes. Massive quest



SUPER TENNIS: Still the best tennis game ever. Graphics look crude, but pace and playability have never been matched



STREET FIGHTER 2 TURBO: Capcom's classic 2D fighting series received an awesome SNES conversion

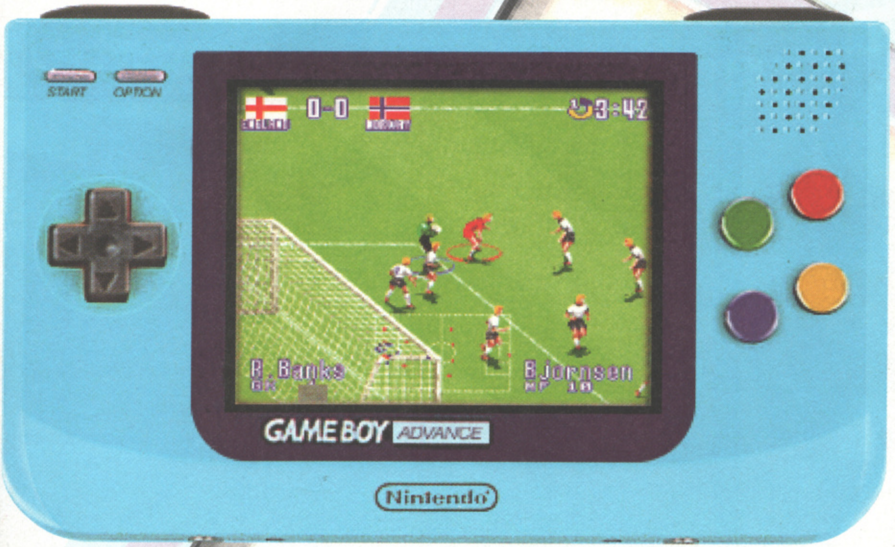
HANDHELD STARS
Game Boy gets unholy trio. p18

SOUL REAVER
Even better on DC. p23

ECW Vs SMACKDOWN
Which wrestler will rule? p26

BLACK & WHITE
Good god...bad god. p36

CE REVEALED



THE SPECS

CPU: Memory embedded 32-bit RISC CPU
LCD: Reflective TFT Colour LCD
Display Size: 40.8mm X 61.2mm
Resolution: 240 X 160 pixels
Maximum colours displayed at any one time: 65,000
Console dimensions (approximate): 80mm High, 135mm Wide, 25mm Deep
Weight: 140g approx.
Power Supply: Two AA Alkaline batteries
Battery Life: 20 hours continuous play

MOBILE 21

Nintendo has formed a partnership with ace developer Konami to produce games for the new system. The £1.75 million company, Mobile 21, will develop titles exclusively for Game Boy Advance.

POWER

Even given the amazing power of the next Game Boy, you won't need to spend a fortune on batteries. Two AA Alkaline batteries will keep it going for a whole 20 hours – continuously.

NET ABILITY

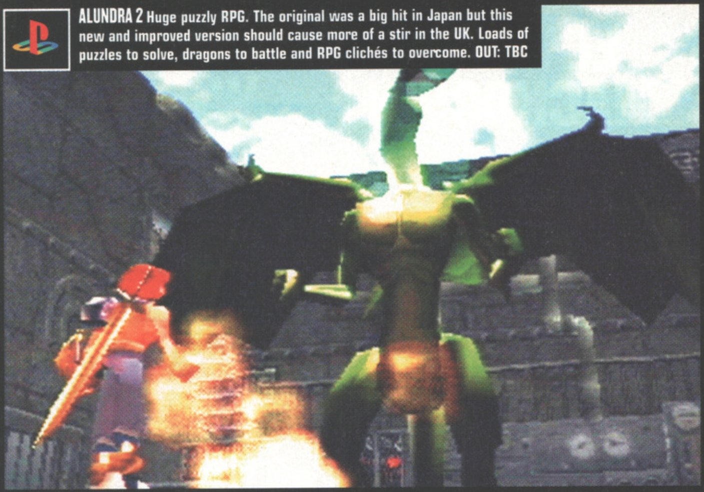
The new Game Boy Advance will be able to access the Net. Link it to a mobile phone to play against opponents worldwide, send e-mail, chat and download software. A new digital camera means you'll be able to scan your face to scare your web adversary.

THE GUTS

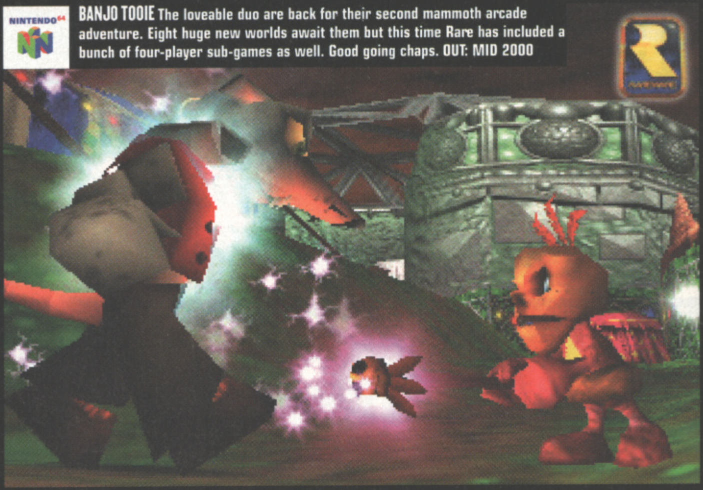
Game Boy Advance is powered by a 32-bit RISC processor developed by UK company ARM. It's supposedly a dream to program for, ensuring lots of third-party support. The console will have the ability to shift polygons, but don't assume that because it's 32-bit that it will have PlayStation graphics. You're initially likely to see visuals to match flashy SNES titles like *Donkey Kong Country*.

A RAINBOW OF COLOURS?

Nintendo haven't yet confirmed that Game Boy Advance will available in various colour options, but we think it's a safe bet. The original Game Boy launched as a grey unit, but the machine became a bit of a lifestyle accessory. The wider colour range went down a storm as a result.



ALUNDRA 2 Huge puzzly RPG. The original was a big hit in Japan but this new and improved version should cause more of a stir in the UK. Loads of puzzles to solve, dragons to battle and RPG clichés to overcome. OUT: TBC

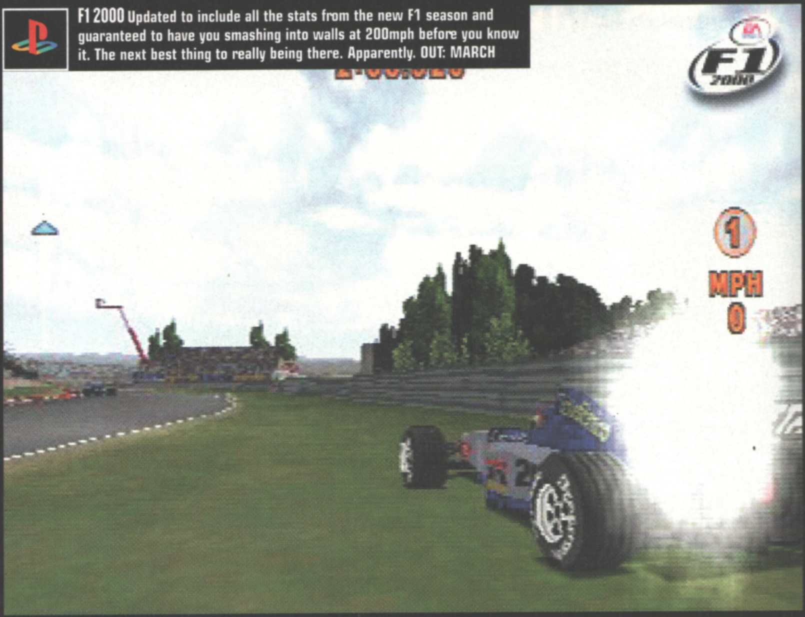


BANJO TOOIE The loveable duo are back for their second mammoth arcade adventure. Eight huge new worlds await them but this time Rare has included a bunch of four-player sub-games as well. Good going chaps. OUT: MID 2000

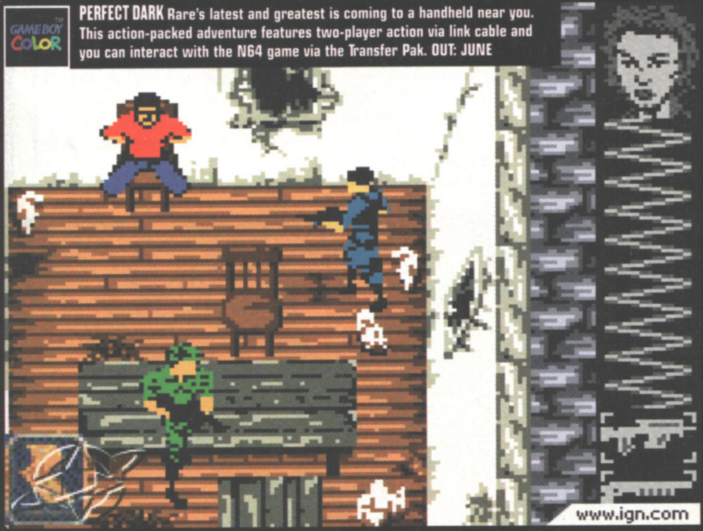
ACCESS ALL GAMES

computer and video games

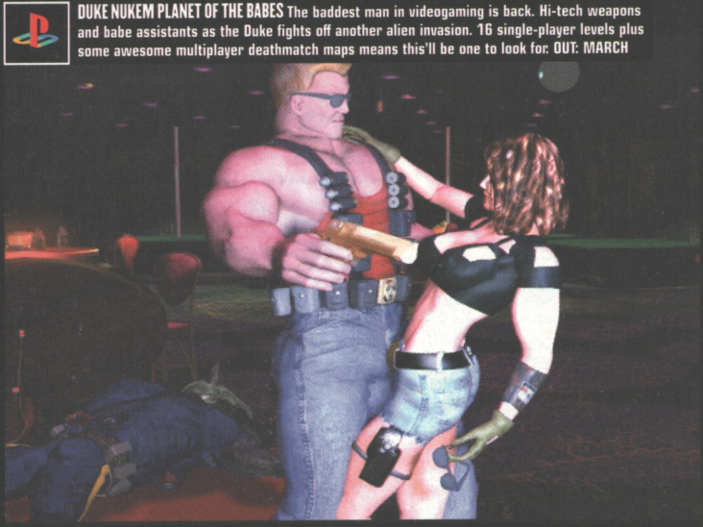
We search every month for stunning in-game shots from new games you'll play soon. You won't see better anywhere else



F1 2000 Updated to include all the stats from the new F1 season and guaranteed to have you smashing into walls at 200mph before you know it. The next best thing to really being there. Apparently. OUT: MARCH

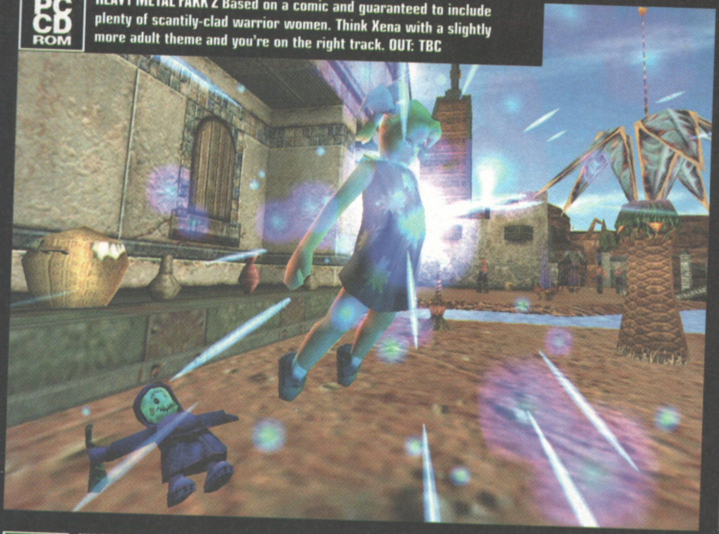


PERFECT DARK Rare's latest and greatest is coming to a handheld near you. This action-packed adventure features two-player action via link cable and you can interact with the N64 game via the Transfer Pak. OUT: JUNE

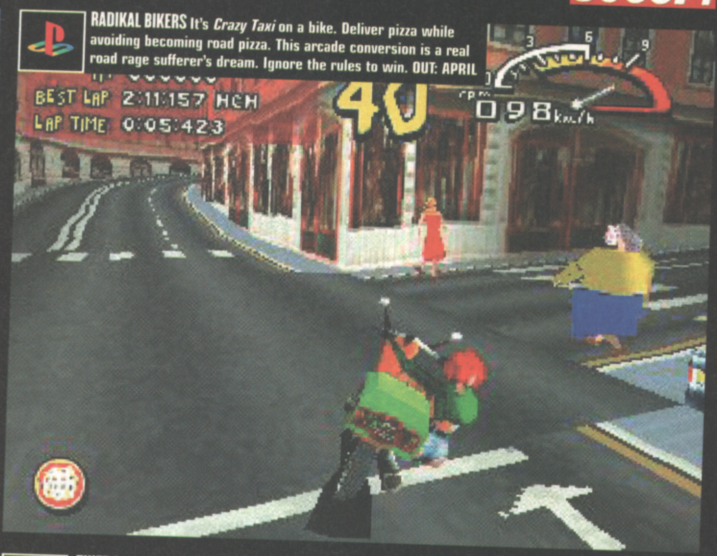


DUKE NUKEM PLANET OF THE BABES The baddest man in videogaming is back. Hi-tech weapons and babe assistants as the Duke fights off another alien invasion. 16 single-player levels plus some awesome multiplayer deathmatch maps means this'll be one to look for. OUT: MARCH

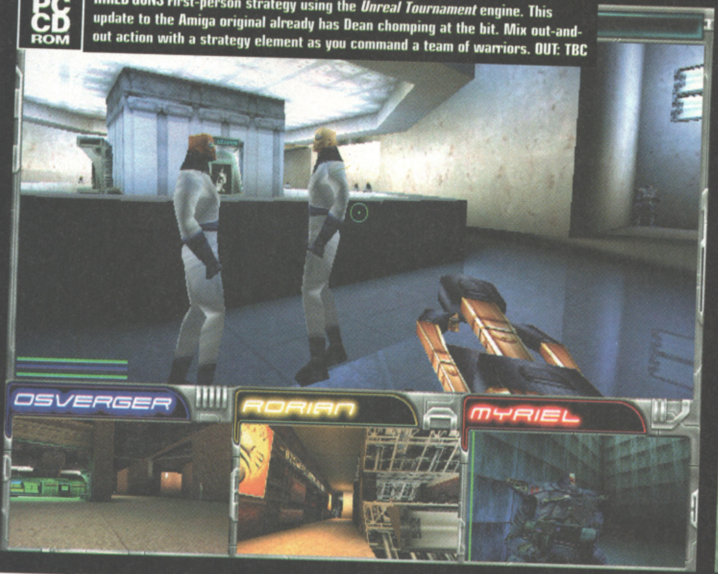
HEAVY METAL FAKK 2 Based on a comic and guaranteed to include plenty of scantily-clad warrior women. Think Xena with a slightly more adult theme and you're on the right track. OUT: TBC



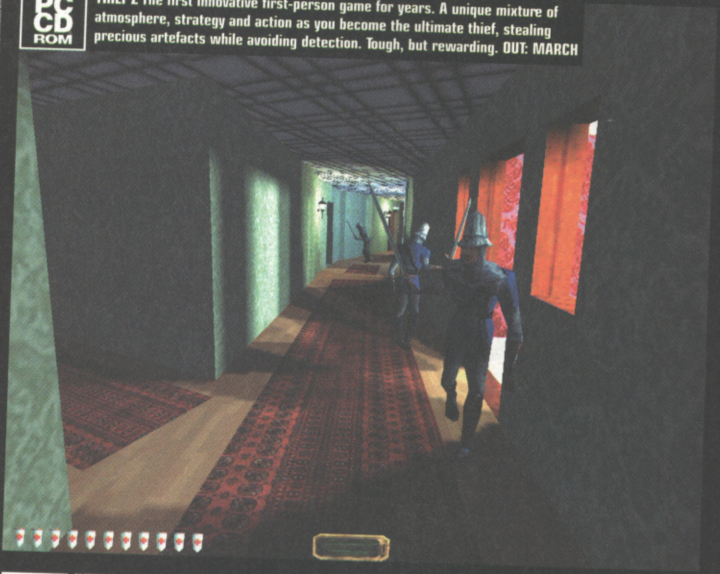
RADIKAL BIKERS It's *Crazy Taxi* on a bike. Deliver pizza while avoiding becoming road pizza. This arcade conversion is a real road rage sufferer's dream. Ignore the rules to win. OUT: APRIL



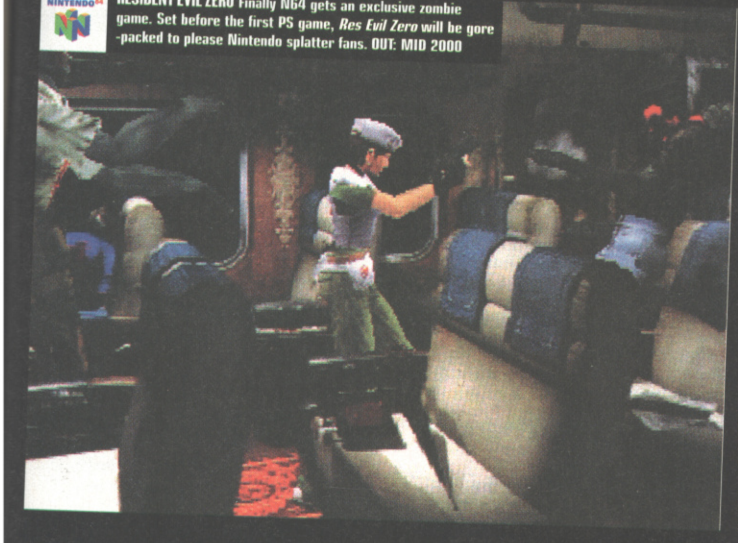
HIRED GUNS First-person strategy using the *Unreal Tournament* engine. This update to the Amiga original already has Dean chomping at the bit. Mix out-and-out action with a strategy element as you command a team of warriors. OUT: TBC



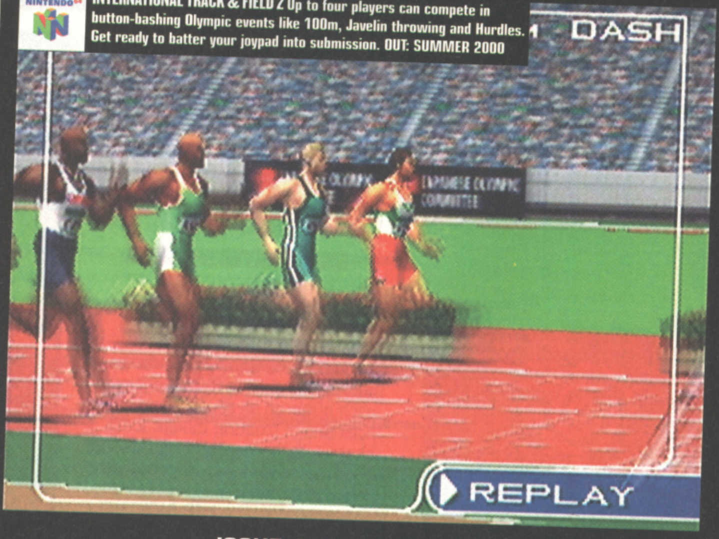
THIEF 2 The first innovative first-person game for years. A unique mixture of atmosphere, strategy and action as you become the ultimate thief, stealing precious artefacts while avoiding detection. Tough, but rewarding. OUT: MARCH



RESIDENT EVIL ZERO Finally N64 gets an exclusive zombie game. Set before the first PS game, *Res Evil Zero* will be gore-packed to please Nintendo splatter fans. OUT: MID 2000



INTERNATIONAL TRACK & FIELD 2 Up to four players can compete in button-bashing Olympic events like 100m, Javelin throwing and Hurdles. Get ready to batter your joypad into submission. OUT: SUMMER 2000

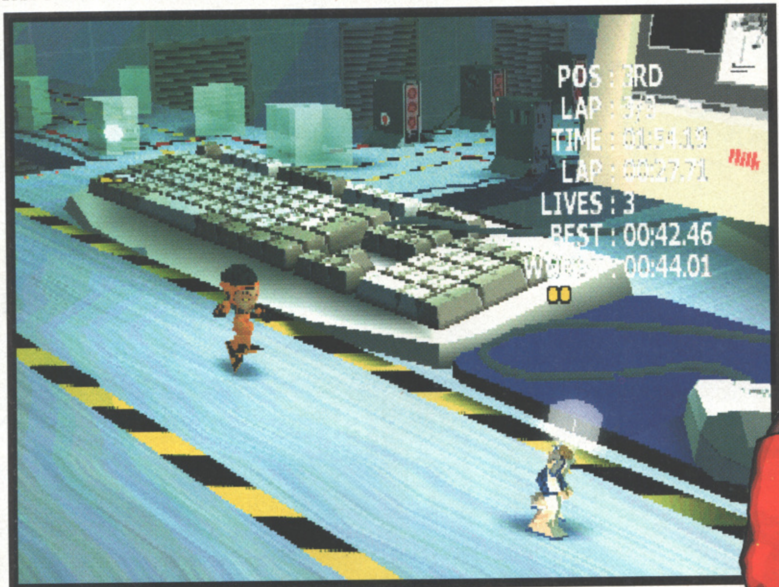


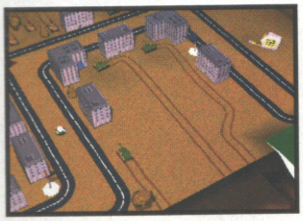
MAKE WAY FOR THE MANIACS

MICRO MACHINES GETS A MAKEOVER

FACTS

GAME: **MICRO MANIACS**
FORMAT: **PS**
OUT: **SPRING**
MULTIPLAYER: **1-5**
TYPE: **TOP-DOWN RACER**
BY: **CODEMASTERS**
STATUS: **80% COMPLETE**





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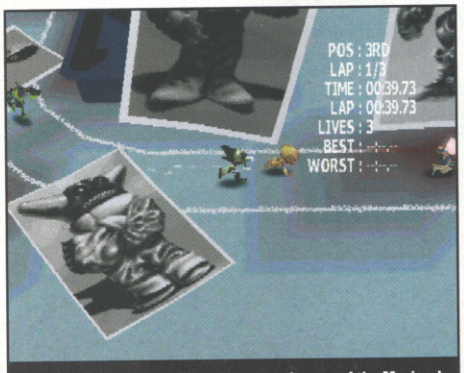
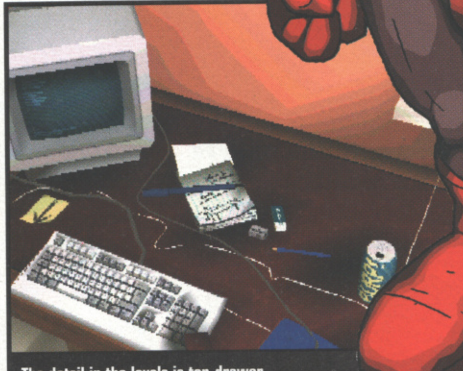


In Dr Minimiser's lab you'll see prototype images of the Maniacs!



The detail in the levels is top-drawer

GRAB YOUR Baby Nikes and prepare to take to the table top – *Micro Maniacs* is coming. The game is the latest addition to the million-selling *Micro Machines* series, and despite being the fourth game in the series, is the first proper sequel available in over ten years of *Micro Machines* mayhem.

PATTER OF TINY FEET

The main difference in this new game is that instead of racing mini-vehicles, this time you're on foot. The little dudes you get to race are the result of Dr Minimiser's bizarre experiments in shrinking technology. His vision is to shrink the world's population to 1/360th of its original size, in order to conserve the Earth's vastly depleted energy resources. The Maniacs are a specially selected collection of mutants and oddballs, all vying for the position of overseeing the colonisation of a newly-shrunken world. And this is where you come in. To decide which of Dr Minimiser's creations wins this coveted position, he has pitched them in a race to the death.

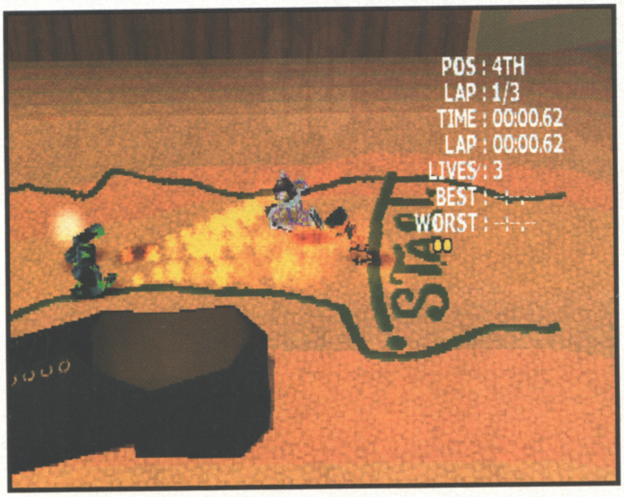
SAME OLD SAME OLD?

Of course, this is just an excuse for some top-notch single and multiplayer gameplay. The courses are instantly recognisable but because you're on foot– not wheels – there's now a handy jump button to help you negotiate the tricky obstacles. The mutant Maniacs also have two special moves you can use to attack your mates – run over the power-ups to have use of your character's specials.

MULTIPLAYER MANIACS

One of the reasons why *Micro Machines* games have been so much fun in the past is the multiplayer action. *Micro Maniacs* allows five players to race against each other on all courses and in a selection of exciting modes. Extra characters, courses and secrets will be unlockable in the single player mode ensuring lots of replay value.

LEE SKITTRELL

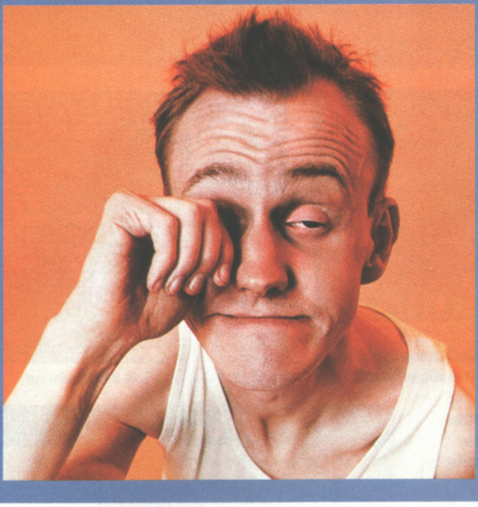


We Reckon

Previous *Micro Machines* games have been superb. *Micro Maniacs* could be the best of the bunch. We just hope that the transition from wheels to feet doesn't detract from the *Micro* magic on its final release.

SEGA™

WIN YOUR XTREME DREAM



You use 57 calories an hour sleeping.

You use 147 calories an hour flying a jet fighter.

Dreamarena

may help slimming

only as part of a calorie controlled diet.

What is your Sega Xtreme Dream? Tell us and we could make it happen. You could be sand surfing in Giza like Ben from Germany or training to be an astronaut like Anthony from England - for real!

It's this easy...

Simply go online through your Dreamcast and enter the Sega Xtreme Dream Competition. Every week we'll turn one person's Xtreme Dream into Xtreme reality.

Go on. Promotion open 24.12.99 to 3.3.00. Dreamers never sleep.

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Dreamcast.

Up to 6 billion players

www.dreamcast-europe.com
Dreamarena

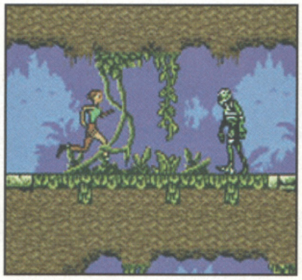
POCKET POWER

GAMING'S SUPERSTARS GO PORTABLE IN 2000

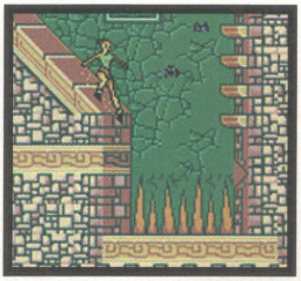
LARA'S SMALLER BITS

FACTS

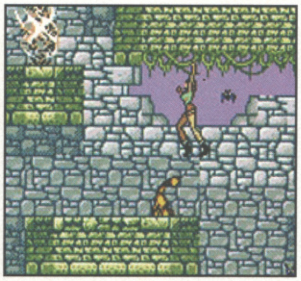
GAME: **TOMB RAIDER**
FORMAT: **GAME BOY COLOR**
OUT: **MARCH**
PLAYERS: **1**
TYPE: **PLATFORM ADVENTURE**
BY: **CORE**
STATUS: **90% COMPLETE**



Ms Croft meets her oldest admirer



Unavoidable death? It really *is Tomb Raider*



Good job she uses Stinki-Ban deodorant

YOU MUST admit, it was kind of inevitable. Lara Croft is coming to the 8-bit Game Boy in a side-scrolling *Prince Of Persia*-type adventure. But before you scream, "Cash in!", hear this. Core Design has gone to great lengths to make the pocket version faithful to the 32-bit smash hits. Lara still totes two handguns, can crouch, crawl, climb and swing on ropes. There'll be a host of baddies who need their asses kicked, and the familiar block-shifting, switch-pulling puzzle gameplay you know and love. The Lara sprite is uncharacteristically tall for a Game Boy game, and shares animations with the PC and PlayStation versions.

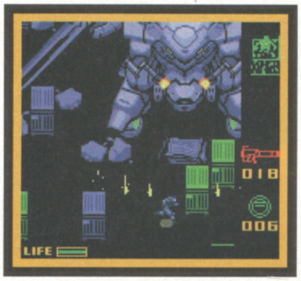
WE RECKON

A GB *Tomb Raider* cannot fail. The *Prince Of Persia*-style gameplay should give it real playability to match the inevitable hype, but millions will buy it, regardless.

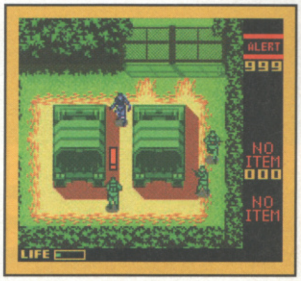
SCALED-DOWN SNAKE

FACTS

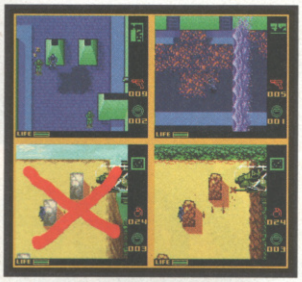
GAME: **METAL GEAR: GHOST BABEL**
FORMAT: **GAME BOY COLOR**
OUT: **MAY/JUNE**
PLAYERS: **1-2 LINK-UP**
TYPE: **STEALTH ADVENTURE**
BY: **KONAMI**
STATUS: **60% COMPLETE**



Snake gets hissed off at a big robot



Rumbled! Time to run away and hide



Chopper incoming! Snake never has it easy

YOU WILL have heard of *Metal Gear Solid* on the PlayStation, but you might not have heard of the two previous games in the series, which appeared on Nintendo's ancient NES system. These games have provided the inspiration for a *Metal Gear* game on the Game Boy Color, and the gameplay will remain unchanged from the PlayStation version. Solid Snake will be sneaking around in enemy bases once more. There will be 13 all-new missions (each taking upwards of an hour to complete), 180 VR missions and plenty of broken necks.

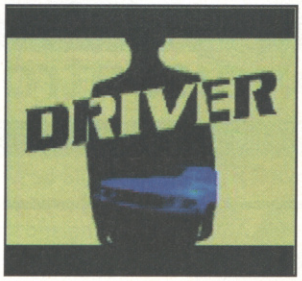
WE RECKON

Our Snakes are Solid in anticipation. Should do nicely while we wait for the awesome PlayStation2 version.

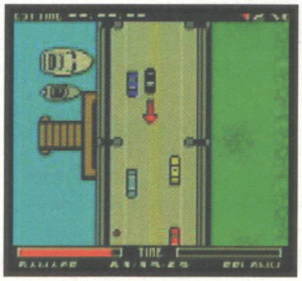
SMALL-TIME CRIME

FACTS

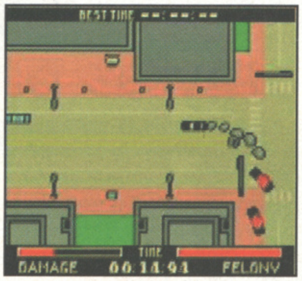
GAME: **DRIVER**
FORMAT: **GAME BOY COLOR**
OUT: **END OF FEB**
PLAYERS: **1**
TYPE: **TOP-DOWN DRIVING**
BY: **CRAWFISH**
STATUS: **90% COMPLETE**



That unmistakable title screen. Fun follows



You can't nick boats from the marina. Doh



Oh no, it's the fuzz. Better get away, quick!

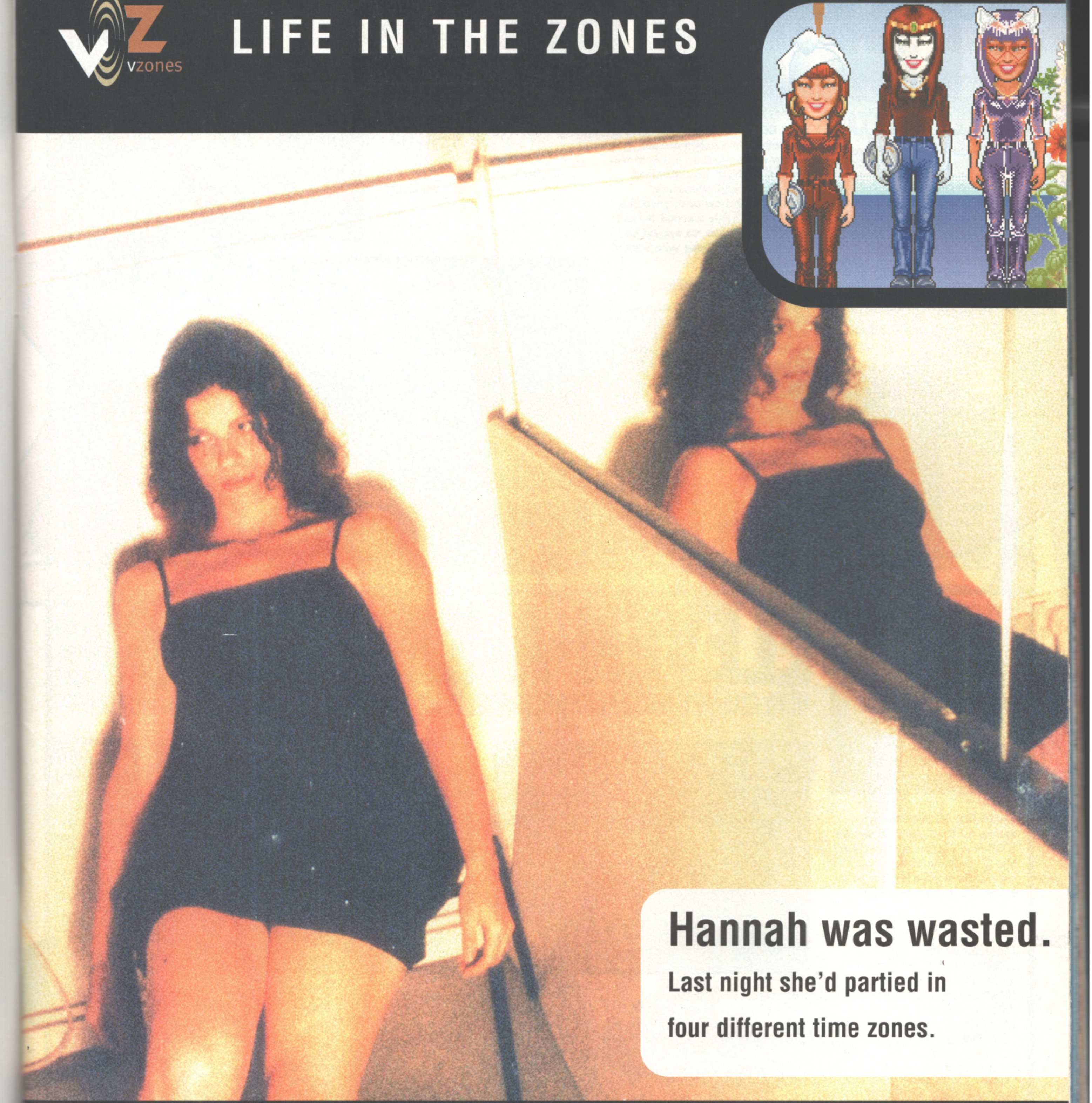
THE PLAYSTATION crime classic *Driver* is heading for the Game Boy Color, and the amazing news is that it's looking great. The 3D perspective has been abandoned for a Game Boy-friendly top-down view, but the missions follow similar criminal lines, for example, picking people up from bank jobs. In fact, in this form, *Driver* is looking a lot like *Grand Theft Auto*, although seeming a hell of a lot better that the GB version of that game. The car handling is spot-on, there's lots of activity in the cities, and you can knock over dustbins and mailboxes. And you'll want to.

WE RECKON

This is where Game Boy convicts should be looking for pocket pickings. It's already nicer than *Grand Theft Auto* on the GB.

VZ vzones

LIFE IN THE ZONES



Hannah was wasted.

Last night she'd partied in four different time zones.

thus™

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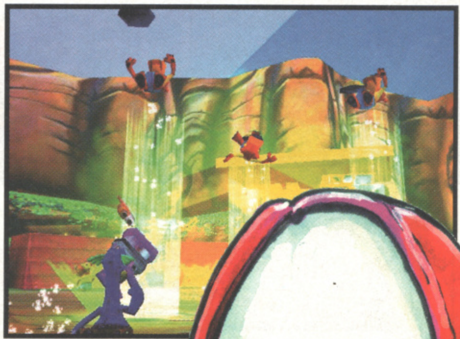
THE NET JUST GOT PERSONAL - THE ULTIMATE AVATAR COMMUNITY

A LOAD OF BALLS

FURBALLS TO BE EXACT

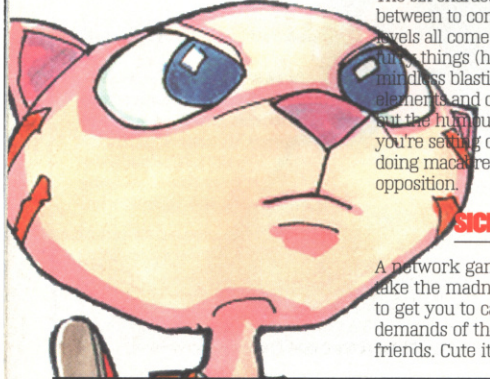


FACTS
GAME: **FURBALLS**
FORMAT: **DC/PC**
OUT: **APRIL 14**
MULTIPLAYER: **NO**
TYPE: **ACTION ADVENTURE**
BY: **ACCLAIM**
STATUS: **80% COMPLETE**

THIS COULD define a new genre of gaming: the sarcasm 'em up. It's an adult cartoon game in the form of a shoot 'em up mixed with puzzle and adventure elements. The cartoon graphics and level of truly warped humour should guarantee its appeal to kids as well as those who should know better.

KICKIN' WIT

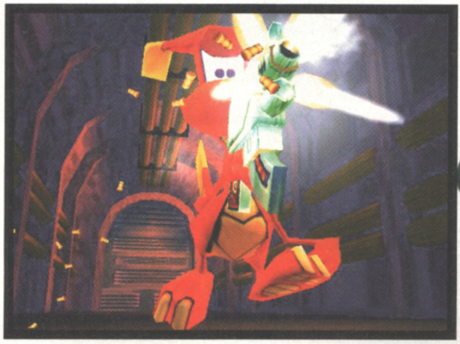
The six characters you switch between to conquer the huge 3D levels all come in the form of cute furry things (hence *Furballs*). There's mindless blasting action with puzzle elements and character switching, but the humour kicks in when you're setting devious traps and doing macabre things to the opposition.



SICK FURBIES

A network game is being built in to take the madness over the Net and to get you to carry out the warped demands of the developer on your friends. Cute it may be, cuddly and soft it most certainly isn't. One thing's for sure, come April, *Furballs* will be so big you won't be able to avoid the little beggars.

LES ELLIS

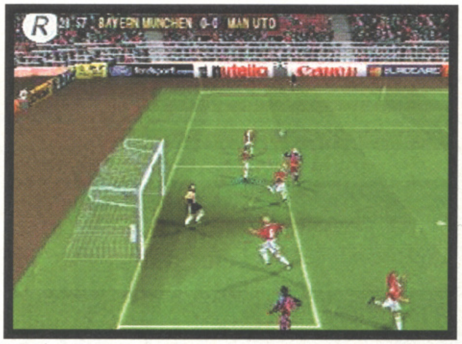


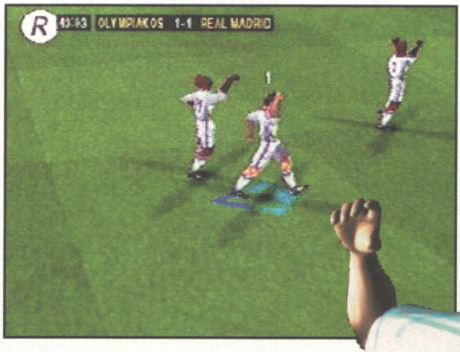
We Reckon
Humour in games doesn't always work but *Furballs* is taking it to the extreme. The action is madcap and will be attractive to all.

ELEVEN-A-SIDE GAMING

UEFA CHAMPIONS LEAGUE BREAKS NEW GROUND IN MULTIPLAYER FOOTY GAMING

FACTS
GAME: **UEFA CHAMPIONS LEAGUE 1999/2000**
FORMAT: **PS, PC**
OUT: **MARCH**
MULTIPLAYER: **1-8 (PS) 1-22 (PC)**
TYPE: **FOOTBALL SIM**
BY: **SILICON DREAMS**
STATUS: **90% COMPLETE**





We Reckon
With the latest *ISS* among the finest games ever made, *UEFA Champions League* is up against it. Can't wait for the 22-player mode!

BRITAIN'S SECOND best-selling football game is set for a winning return and just as the Champions League tournament that it's based on starts to get interesting.

SALES RUNNER-UP

UEFA Champions League 1999/2000 might lose out to *FIFA* in the sales league, but fans seeking to replicate the world's most prestigious club tournament will lap it up. The graphics have been given a major overhaul and now rank alongside *ISS Evolution* for visual finesse.

CHANGE HISTORY

Thirty-two top European club sides are faithfully represented, with correct strips, badges and stadia, while a unique Scenario mode lets you change the course of history by replaying any final from 1960 and beyond. Traditional footie game options include friendlies.

MULTIPLAYER KING

The gameplay is more fluid than before, and the player animation is sharper. Up to eight can play simultaneously on the PlayStation, while the PC version promises an amazing 22-player online game. That groundbreaking option could well prove to be the trump card, provided you can find some mates willing to play as a team instead of all going for goal glory.

DEAN SCOTT

UP THE REVOLUTION

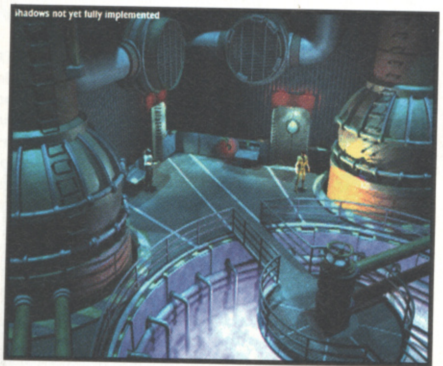
PREPARE TO GO DEEP INTO THE TROUBLED USSR

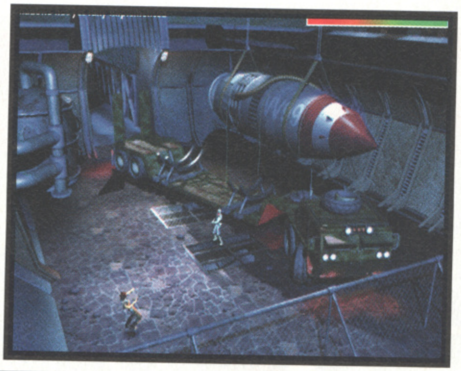
FACTS

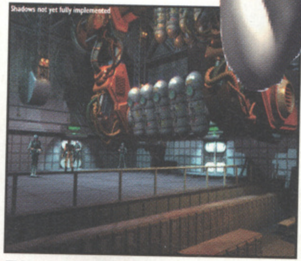
GAME: **IN COLD BLOOD**
FORMAT: **PS**
OUT: **MAY**
MULTIPLAYER: **NO**
TYPE: **ACTION ADVENTURE**
BY: **REVOLUTION**
STATUS: **70% COMPLETE**

Adventure games like the *Broken Sword* series and *Beneath A Steel Sky* helped give Revolution Software a fantastic reputation with this genre. Its next release will be *In Cold Blood* on PlayStation, where you play an MI6 agent who discovers all manner of fishy goings on during a routine mission in the former USSR. Graphics, even at this early stage in the game's development, are looking exceptional, and the gameplay melds *Metal Gear* stealth into a Hollywood-quality adventure storyline.

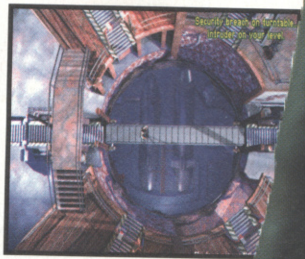
DEAN SCOTT







This machine makes porcelain thimbles



Bird cam: Take aim, poo on head. Yes!

We Reckon

The PS has few adventures worth shouting about. This should change that.

MOVE OVER BARBIE

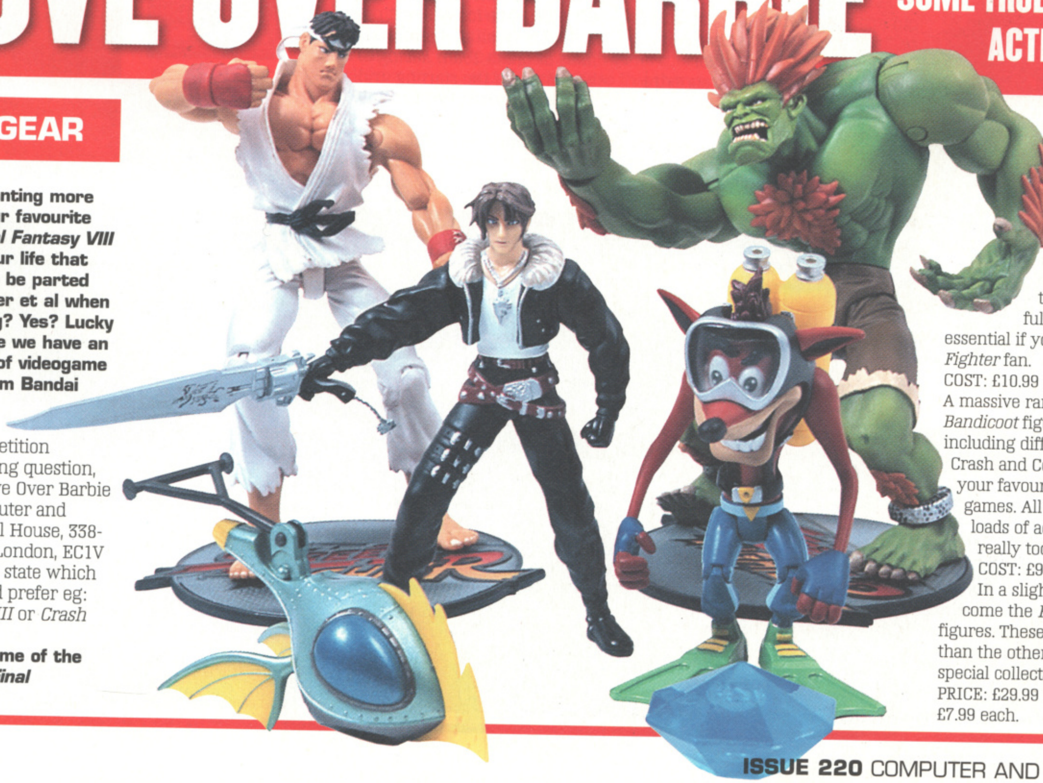
YOUR CHANCE TO WIN SOME TRUELY AWESOME ACTION FIGURES

FREE GEAR

ARE YOU left wanting more after beating your favourite games? Has *Final Fantasy VIII* so taken over your life that you can't bear to be parted from Squall, Seifer et al when you're not playing? Yes? Lucky you then, because we have an awesome line-up of videogame action figures from Bandai up for grabs.

To enter our competition answer the following question, and send it to: Move Over Barbie competition, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Don't forget to state which type of figure you'd prefer eg: *Street Fighter*, *FFVIII* or *Crash Bandicoot*.

Q: What is the name of the evil sorceress in *Final Fantasy VIII*?



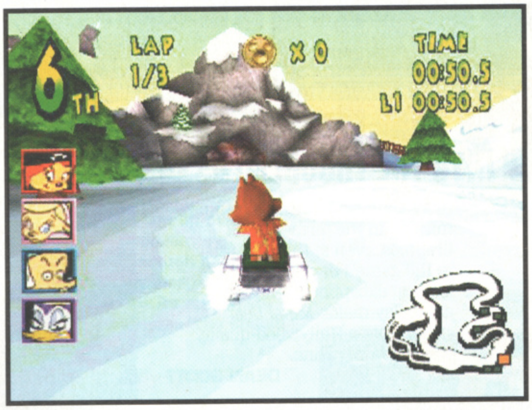
Best of the bunch are the super-chunky *Street Fighter* figures. Available in both Player One and Player Two designs, these beauties are fully poseable and essential if you're a true *Street Fighter* fan.
COST: £10.99 each.

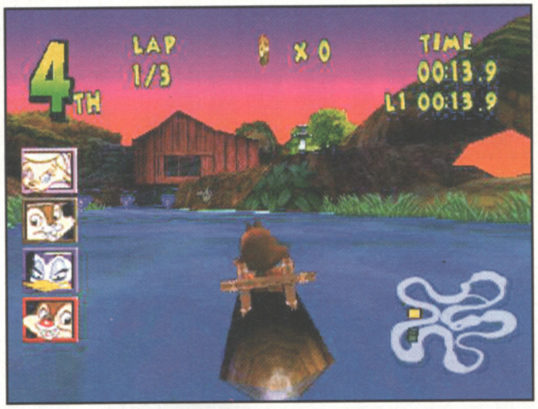
A massive range of *Crash Bandicoot* figures is available, including different versions of Crash and Coco, along with all your favourite baddies from the games. All figures come with loads of accessories so you can really tool-up your favourites.
COST: £9.99 each.

In a slightly different league come the *Final Fantasy VIII* figures. These are less poseable than the others but come in special collectable box sets.
PRICE: £29.99 for the box set; or £7.99 each.

FACTS

GAME: **DISNEY WORLD: MAGICAL RACING QUEST**
FORMAT: **PS, DC, GBC**
OUT: **MARCH, JUNE**
PLAYERS: **1-4**
TYPE: **RACING**
BY: **EIDOS**
STATUS: **70% COMPLETE**





DISNEY DERBY

CHIP 'N' DALE TAKE ON MARIO KART

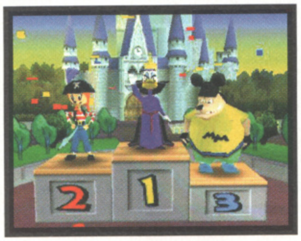
WHY SPEND thousands visiting Disney attractions in America when you can now race around them *Mario Kart*-style on your TV at home? *Walt Disney World: Magical Racing Quest* (catchy title, eh?) sets you up as one of Uncle Walt's cartoon creations and lets you do the *Mario* thing around Space Mountain, Countdown to Extinction and Jungle Cruise, to name but a few.

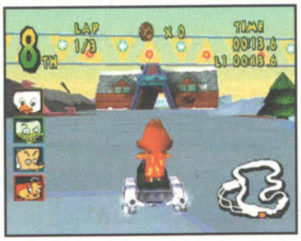
NEW GUYS

Disney has held back from using its big stars in the game, so there's no Mickey Mouse or Donald Duck – not even Goofy. Instead, you get the likes of Chip 'n' Dale, Jiminy Cricket and five brand new characters. There are also the expected bunch of hidden characters, but we're not telling you about those, yet. Each character brings their own unique attributes to a race; after all you wouldn't expect Jiminy to have the same stamina as Chip, would you?

DISNEY POWER

But cute characters alone won't be enough to make it *Mario Kart* on the PlayStation – no one has managed that yet. All the courses are packed with power-ups, collectibles and weapons, although there won't be anything too dangerous – that wouldn't be Disney-like, would it? The collectibles are pieces of a fireworks machine that you build up to save the firework show at the end.





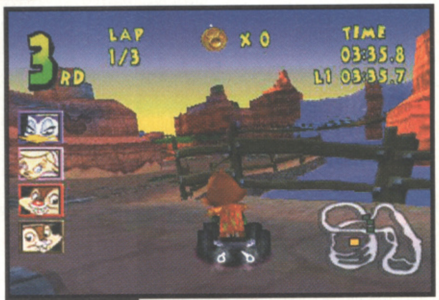
MULTIPLAYER

The PlayStation version offers a two-player mode so you can find out just who is the toughest – Chip or Dale (a question that has plagued the human race for decades). Dreamcast gets an extra cartoon treat as Disney has made its version a four-player game. On both of these versions you can race or enter Disney Battle Arenas, just like you could in *Mario Kart*.

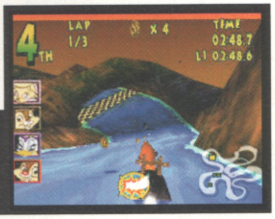
DISNEY MAGIC

In terms of quality, Disney games have been a bit hit-and-miss to date. This one looks like it could well change all that and banish the likes of *Crash Team Racing* to the beginning of the starting grid. Watch out as the PlayStation versions hit the shops first, with the Dreamcast and Game Boy Color following in June.

LES ELLIS

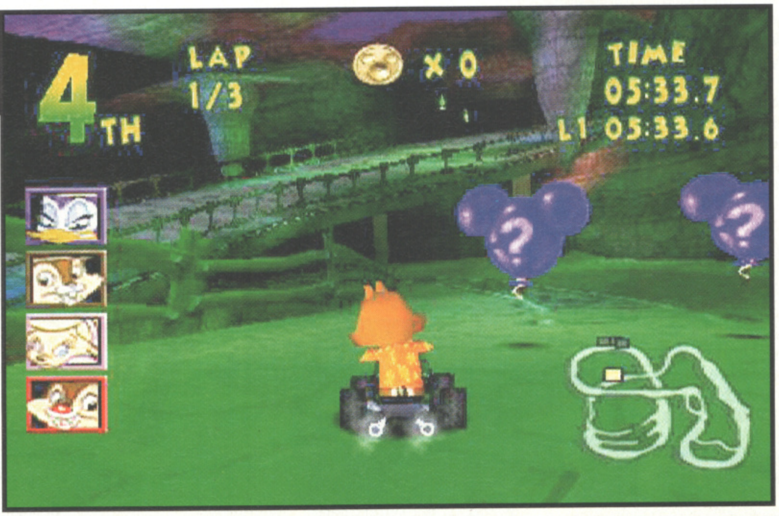


This looks like that mountain course from *Mario Kart*. Hmm

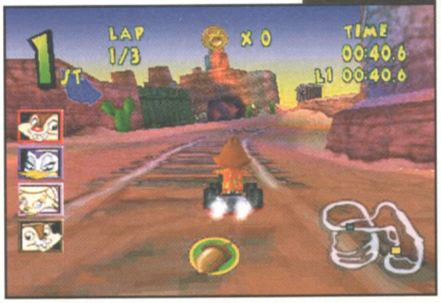


One of Disney's famous water rides gets turned into a race track

Mickey may not be included but his ears are. Power-ups come as Mickey silhouettes



Hopefully Chip and Dale won't get sidetracked



We Reckon

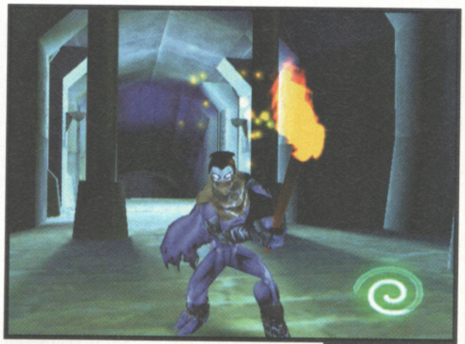
A four-player *Mario Kart* clone on Dreamcast could be fantastic. If any characters could take away *Mario*'s fun racer crown, it's got to be those crazy animals from Disney. We can hardly wait.

SELLING YOUR SOUL

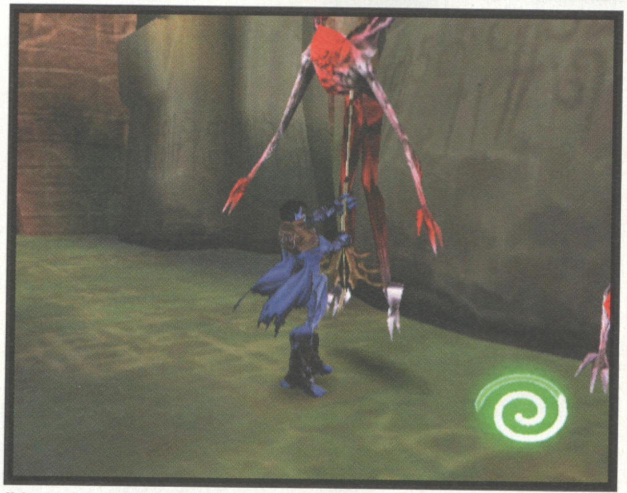
FACTS

GAME: **LEGACY OF KAIN: SOUL REAVER**
FORMAT: **DC**
OUT: **MARCH**
PLAYERS: **1**
TYPE: **ACTION ADVENTURE**
BY: **EIDOS**
STATUS: **95% COMPLETE**

SOUL SUCKER TO CONSUME DC



Raziel never fails to get the old barbecue lit on a Saturday night

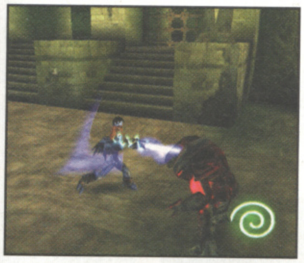


Using a paint roller on a pole to decorate those high places caused Raziel some problems

DON'T LET a little thing like being dead stop you from having some fun. As Raziel, you've been given the job of wiping out Kain's army of vampiric freaks – no mean feat when you're a former bloodsucker yourself. After success on the PC and PS, a Dreamcast version of Eidos' soul-sucking Lara rival certainly whetted our appetites.

SUCK THIS

If you're one of those cynics who expect Eidos to do a straight conversion and make a quick buck, then you're wrong. The basic game may be the same, but it has made use of the extra power beneath the Dreamcast's bonnet. For a start, the frame rate has been almost tripled to an arcade-like 60fps, meaning this looks smoother and more detailed than even the PC version. This also leads to higher resolution characters that don't break up quite as much in action. There's also a load of new special effects that kick when you're casting spells or in combat.

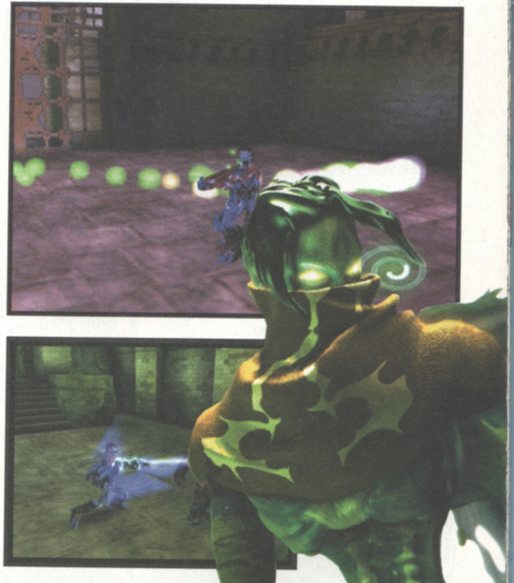


BLOWN AWAY

The combination of *Tomb Raider*-style exploring and nosferatu action should prove irresistible to Dreamcast owners looking for something different to racing and sports games. There's certainly no shortage of gore as you skewer mutants on spears to rob them of their souls or slam them into metal spikes fixed to walls in the middle of a fight. Come to think of it, there are dozens of ways to kill creatures, so the method can be left down to your own personal preference and your gruesome creative thinking.

TWO DIMENSIONS

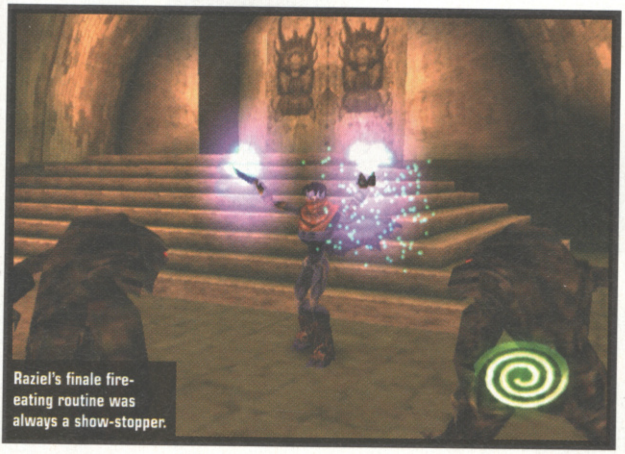
As big as the game appears, the size is doubled by Raziel being able to cross between two dimensions – the spectral and material realms. Areas inaccessible in one dimension open up in the other, which means puzzle-solving takes twice as much lateral thinking. Although it isn't really a gameplay feature, one of our favourite touches is that there's no loading time. The game constantly accesses the CD so that there's no let up in the action.



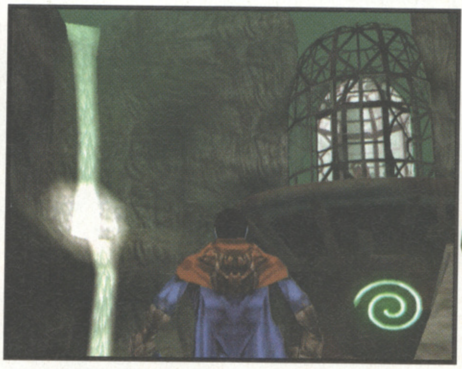
BYE-BYE LARA

Soul Reaver suffered due to delays on the PS; it sold well, but never achieved the Lara killing-status it deserved. With this new DC version, we're hoping that Ms Croft won't be missed by Sega owners who'd rather have a character that sucks than a game that does the same.

LES ELLIS



Raziel's finale fire-eating routine was always a show-stopper.



We Re

Another good sign for DC as it gets the best version of one of the most underrated games of last year.

computer and video games
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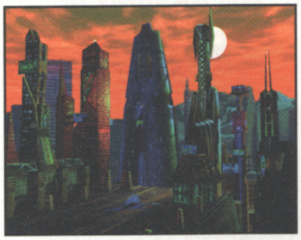
when we simian slam K.Rool
around for tasty Golden Bananas

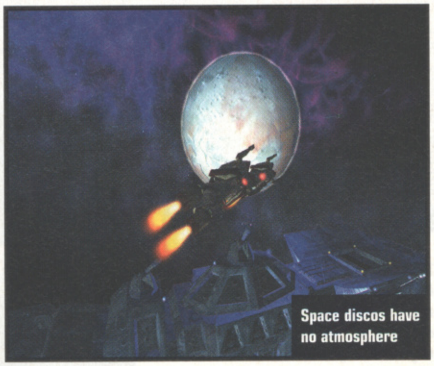
emap active

SPACE ACE

FACTS
GAME: **FREELANCER**
FORMAT: **PC**
OUT: **2001**
MULTIPLAYER: **NO**
TYPE: **EPIC SPACE OPERA**
BY: **DIGITAL ANVIL**
STATUS: **50% COMPLETE**

PC SPACE games. The idea might not set your heart racing unless you worship Jean Luc Picard or own Star Wars underpants. You've got a year to change your mind though, because Microsoft's *Freelancer* is going to be incredible when it hits in 2001.

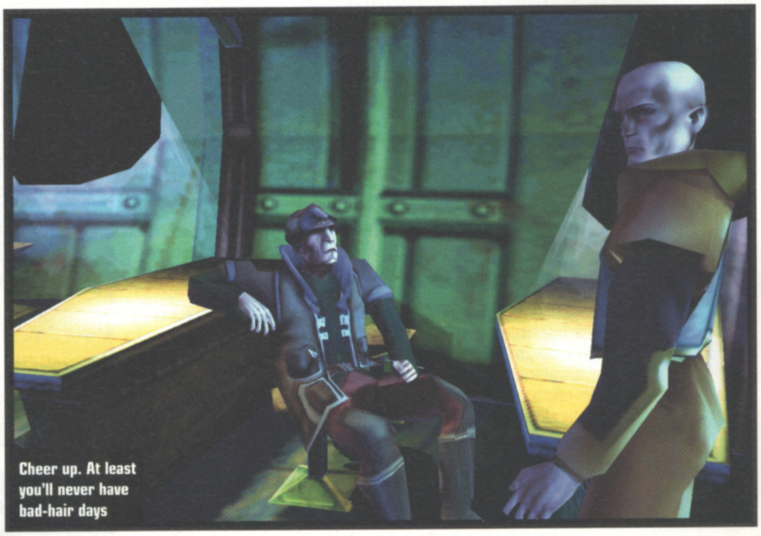




Space discos have no atmosphere

FINAL FRONTIER

Giant graphical leaps are being made with this game, and the physical size of the universe is staggering. It needs to be, too – most of the space stations you'll come across are literally hundreds of times the size of your craft.



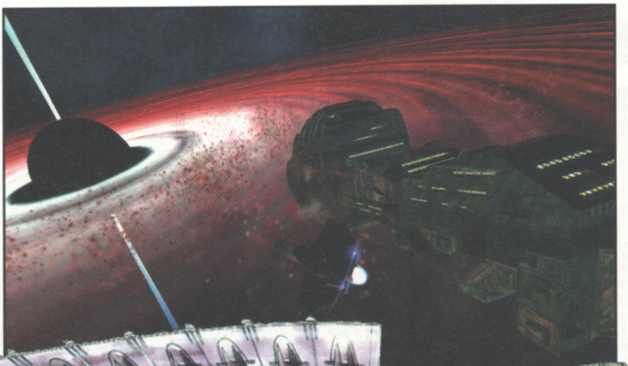
Cheer up. At least you'll never have bad-hair days

Gameplay is of even greater importance, and *Freelancer* boasts an unusually involving plot for the genre. You're always free to do whatever you like – be it shoot, steal, trade or whatever – but you'll constantly be tempted into plotted sequences based on ongoing wars and such.

EASY CONTROLS

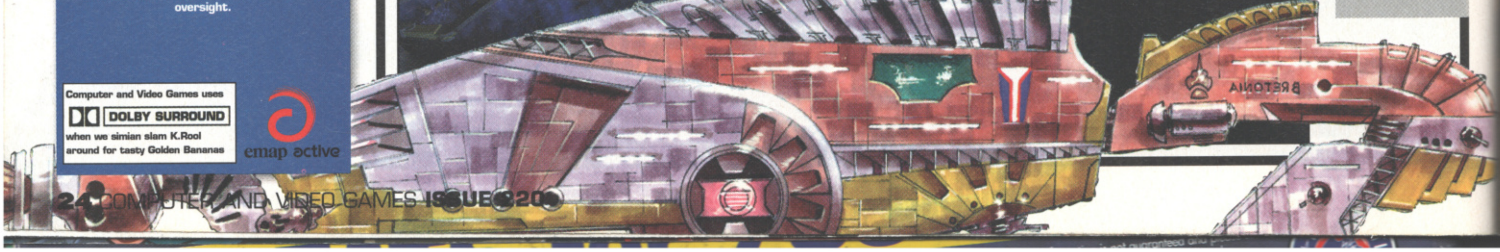
The control system will be simplified, so even hardcore arcade gamers will feel at home. Controls will be more reminiscent of a first-person shooter than a sim, leaving the player to become fully immersed in the jaw-droppingly gorgeous game world. A stand-alone multiplayer-only version is also expected, turning the Web into a living *Freelancer* universe.

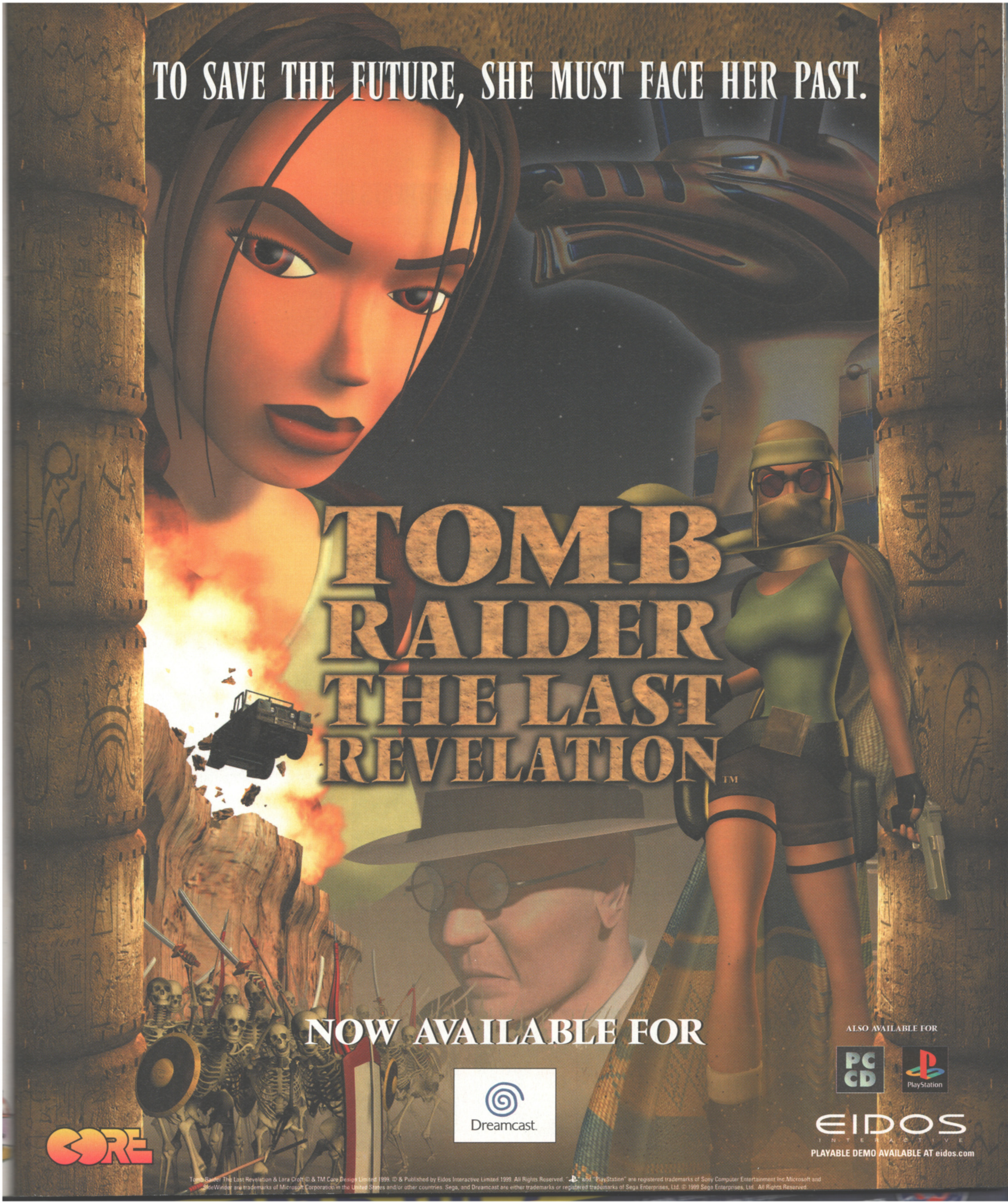
DEAN SCOTT



We Reckon

Much as we'd like to believe that space sims are for geeks, this game is shaping up to be something very special indeed. We can't wait.




TO SAVE THE FUTURE, SHE MUST FACE HER PAST.
TOMB RAIDER THE LAST REVELATION™
NOW AVAILABLE FOR
Dreamcast
ALSO AVAILABLE FOR
PC CD
PlayStation
CORE
EIDOS INTERACTIVE
PLAYABLE DEMO AVAILABLE AT eidos.com

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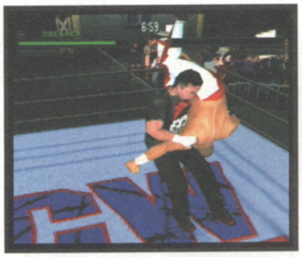
KING OF THE RING

ECW GETS BLOODY AS WRESTLING WAR HEATS UP

FACTS

GAME: **ECW HARDCORE REVOLUTION**
FORMAT: **DC, N64, PSX**
OUT: **MARCH**
PLAYERS: **FOUR**
TYPE: **BEAT 'EM UP**
BY: **ACCLAIM, AUSTIN**
STATUS: **90% COMPLETE**


DREAMER
6:59

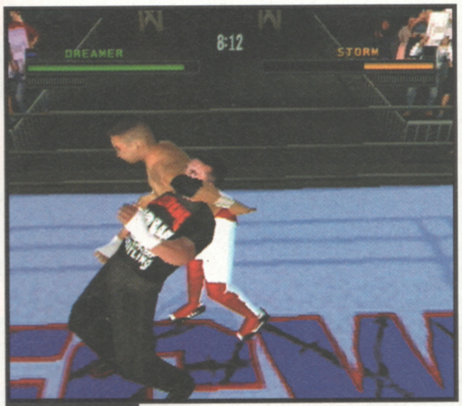
EXTREME WRESTLING with barbed wired baseball bats and a stack of weapons is coming your way, now the licence merry-go-round has stopped. If you follow who publishes what, here's the deal: EA has the poor WCW licence; former WCW licencee THQ snapped up the big-bucks WWF licence and former WWF licence holder Acclaim went for the bloody approach by not only signing the up-and-coming ECW licence, but by buying a stake in the company, as well.

POWERSLAM

While the ECW is the least known of the big three wrestling promotions, it was the first wrestling federation to introduce the extreme style of wrestling: plenty of blood spilt, the most outrageous moves, plus more weapons and brutal violence than you'll see anywhere (barbed wire-wrapped baseball bats, flaming tables etc). The ECW is where the big two feds look for future superstars.

PILEDRIVER

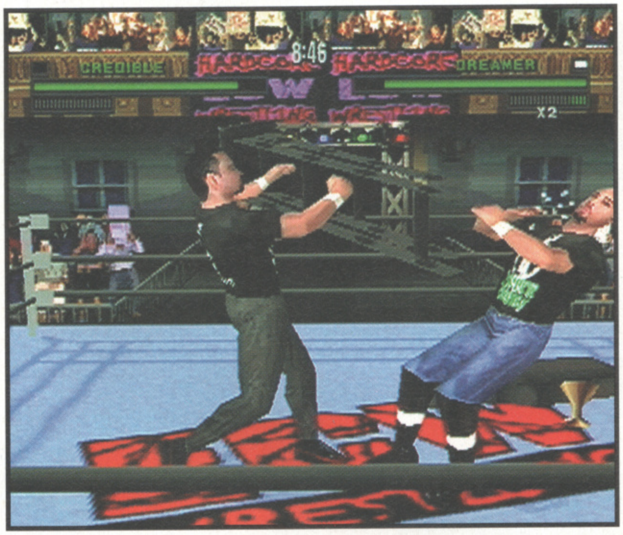
ECW Hardcore Revolution's powerful new game engine (better than *WWF Attitude*'s, apparently) will show off the most outrageous moves in wrestling today. You'll see things you wouldn't believe a human body could stand – and best of all, you'll get to do them to your mates in the multiplayer mode. Choose characters like Raven, Rob Van Dam, Sabu and Tommy Dreamer and fight in all sorts of different match setups to carry out action so hardcore, that the game will get a mature rating on its release in America, making it a dead cert 15 here, maybe even an 18.

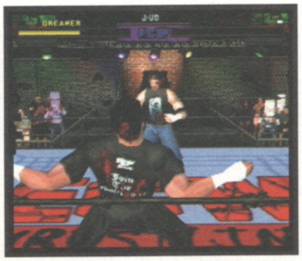

DREAMER
8:12
STORM

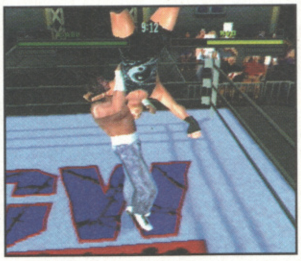
I don't think your neck is supposed to bend that way.

HARDCORE

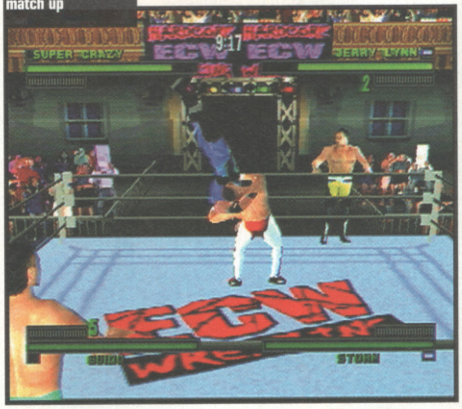
Taking a leaf out of *WWF Attitude*'s book, there are new arenas, a create a PPV mode, 20 different game


CREDIBLE
8:46
HARDCORE
HARDCORE
DREAMER
X2





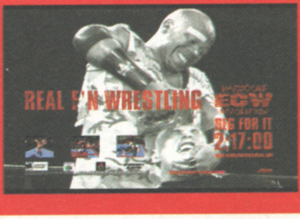
ECW is big on chaos and mayhem, as in the four-player match up

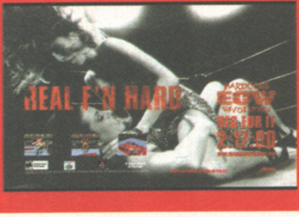

SUPER CRAZY
9:17
ECW
ECW
JERRY LYNN
STORM

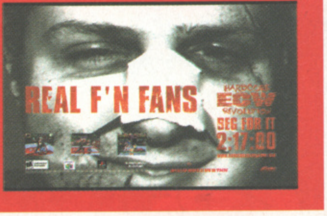
> "Mashing a mate's face with a shovel has never been such fun"

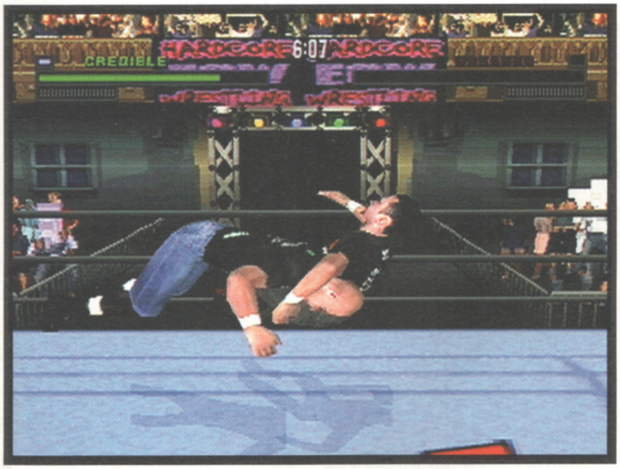
SO HARDCORE EVEN THE ADS WERE BANNED

We all know how much the Americans detest violence. High school shootings, serial killers and mass suicides were clearly no match for a few adverts for *ECW Hardcore Revolution*. They were banned in certain areas, but what's so bad about them? We dunno, but to prove that we can do what the Yanks can't, here are the ads that were banned; see what you think and let us know.


REAL F'N WRESTLING
HARDCORE
ECW
REVOLUTION
BEG FOR IT
2:17:00


REAL F'N HARD
HARDCORE
ECW
REVOLUTION
BEG FOR IT
2:17:00


REAL F'N FANS
HARDCORE
ECW
REVOLUTION
BEG FOR IT
2:17:00



SUPER CRAZY
8:51
GUIDO
ECW

modes, a career mode, create a wrestler features, entrance music and pyros, out of the ring action, over 400 moves per wrestler, taunts, trademark finishers and full commentary from ECW's Joey Styles. You won't see anything on an ECW TV show that's not in the game.

CREDIBLE
4:07
ECW

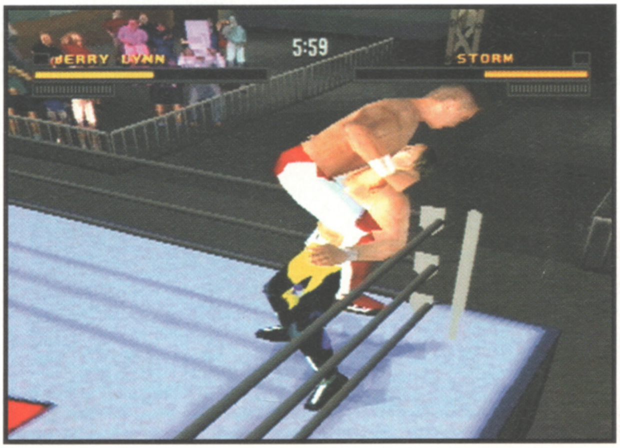
WHAT'S COOKING?

You're going to get the most over-the-top, outrageously violent wrestling game yet seen. Mashing a mate's face with a shovel has never been such fun. Just imagine the intensity of *WWF* and *WCW* multiplied by ten – that's where *ECW* is coming from. If you didn't know ECW wrestlers before, you'll know all about them after this.

LES ELLIS

We Reckon

Lacking the glitz and glamour of *WWF Smackdown*, the outrageous stuff going on in *ECW* – with over-the-top moves and brutal styles of matches – will win over WWF fans.



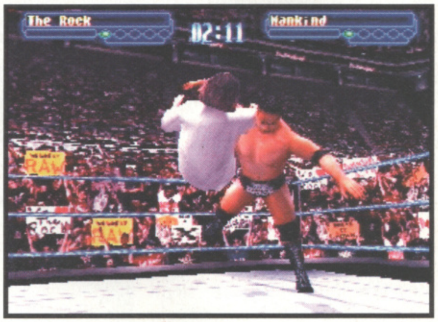
LAYING THE SMACKDOWN

THE ROCK GETS KANED

FACTS

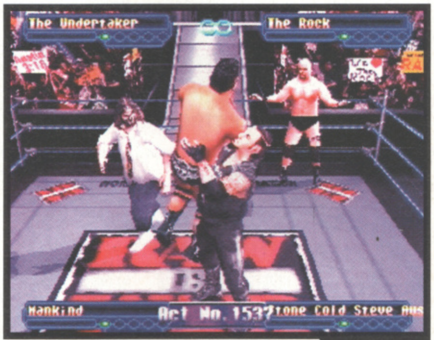
GAME: **WWF SMACKDOWN**
FORMAT: **PS**
OUT: **MARCH**
PLAYERS: **2**
TYPE: **BEAT 'EM-UP**
BY: **THQ**
STATUS: **85% COMPLETE**

THE WRESTLING onslaught continues with Acclaim's *ECW* putting the pressure on THQ to keep the WWF licence slamming harder than the rest.



ROCK BOTTOM

As good as *WWF Attitude*, THQ is upping the stakes from our early look at *Smackdown*. The graphics have been improved so that it now looks more realistic than ever. It moves faster and smoother and all your favourite wrestlers' trademark moves are in there – and thankfully they're all easier to access than *Attitude*'s the multi-button and direction combinations.



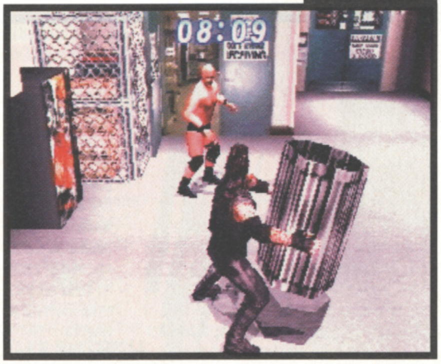
In four-player mode all hell is about to break loose as you fight to survive

STONE COLD STUNNING

With an up-to-date character roster with full career and special match-up modes, *Smackdown* is about to take wrestling into the next generation. The usual ring fighting is complemented by the chance to take the action backstage into locker rooms, boiler rooms and car parks, where it gets even more outrageous (if there's something back there, chances are you can smash it over someone's head). If you thought it didn't get better than *WWF Attitude*, you could be wrong.

LES ELLIS

Austin is about to get canned by the Undertaker



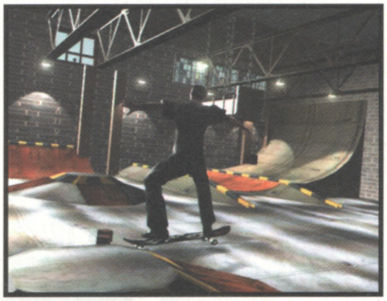
We Reckon

The power of the Japanese *Toukon Retsuden* engine with the glamour of the WWF is going to push this one straight to the top on release.

FOUR PLAYER HAWK

FACTS

GAME: **TONY HAWK'S SKATEBOARDING**
FORMAT: **DC**
OUT: **SUMMER**
MULTIPLAYER: **1-4**
TYPE: **SKATEBOARDING**
BY: **CRAVE**
STATUS: **75% COMPLETE**



DREAMCAST OWNERS can get ready for some deck-crunching skate action with *Tony Hawk's Skateboarding*. One of the very best games of last year is heading for Dreamcast – and with a host of all-new features. The most exciting of these is the ultra-cool four-player split-screen mode, which lets skateboarding fans race and out-trick each other in a variety of realistic skateboard settings. Another Dreamcast bonus will be the enhanced graphics and super-smooth frame rate, while extra secrets and interactive obstacles will litter the game. Skateboarding has never looked so good.

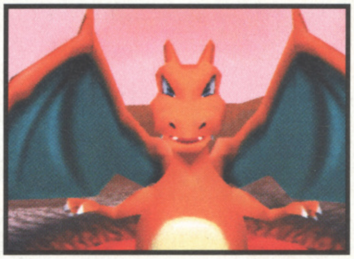
LEE SKITTRELL

We Reckon

With beefed-up graphics and a four-player mode, this DC version should rock.

FACTS

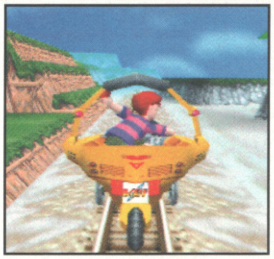
GAME: **POKEMON SNAP**
FORMAT: **N64**
OUT: **MARCH**
MULTIPLAYER: **NO**
TYPE: **3D PHOTO ADVENTURE**
BY: **NINTENDO**
STATUS: **90% COMPLETE**



FULL-FRONTAL PIKACHU

Become a virtual David Attenborough with *Pokémon Snap*. In one of the most original titles in ages, you take control of budding photographer Todd. Todd's been sent to Pokémon Island to tease out and photograph the rarest Pokémon around. The game works in a similar way to on-rails shoot 'em ups like *Lylat Wars*, but instead of blasting baddies you're snapping Pokémon. Progress is made as Professor Oak rates and scores your individual photos. For instance, a picture of a rare Pokémon in the dead centre of the screen and in action, will score lots, whereas a fuzzy picture of a little critter in the background won't score much at all. *Pokémon Snap* is bold and colourful, and the original gameplay will prove a hit. Sure to be an Nintendo smash this year.

LEE SKITTRELL



Snap the Pokémon from inside Todd's car

We Reckon

***Pokémon* games just keep getting better, and *Snap* looks like it'll be one of the best.**

FACTS

GAME: **F1 2000**
FORMAT: **PS, PC CD ROM**
OUT: **MARCH**
MULTIPLAYER: **1-22 TBC**
TYPE: **F1 SIMULATION**
BY: **EA SPORTS**
STATUS: **80% COMPLETE**

15.867
MPH
45

FORMULA FANTASTIC

HOW MANY F1 games do you need? According to EA Sports, the answer is just one: *F1 2000*. Released on both PS and PC, this game really goes all-out in the realism stakes, with photo-realistic tracks designed and recreated from photographs and video footage. Everything from the official 2000 season will be included and the cars and drivers behave just like their real-life counterparts. The PC version promises to be the most in-depth and accurate F1 sim ever designed. Real-time lighting effects, damage and dynamic skid-marks are included to heighten the sense of realism.

LEE SKITTRELL

2 FRE
3 IRV
4 COU
11.961
MPH
25

SPITTING BLOOD over killer corridor shooter *Quake 3 Arena*? Want the inside skinny to give you an edge on your online opposition? That's just what you'll get if you can lay your paws on Prima's Official Strategy Guide, which has *Q3A* developer id Software's seal of approval. So, you'll be pleased to learn we've got ten tip-packed copies to give away to winners of our easy competition.

FRAG-NIFICENT

WIN COPIES OF OFFICIAL *QUAKE 3* GUIDE

GIMME GIMME

The Offical Strategy Guide, which will set punters back £13 if there are any left in the shops, lays out a selection of deathmatching hints, statistics for all weapons and equipment, in-depth descriptions for all botmatch characters, and even some expert advice for advanced combat tactics. But best of all, it features detailed maps showing exactly where to find all pick-ups so you learn the levels quicker. Get your replies in quick.

PRIMA'S OFFICIAL STRATEGY GUIDE
QUAKE
ARENA

So, you want to blag a copy of the Official Strategy Guide? Fine, check out the simple question below and sling your answer to our usual adress. Entries must be in our mailbags by 15th March.

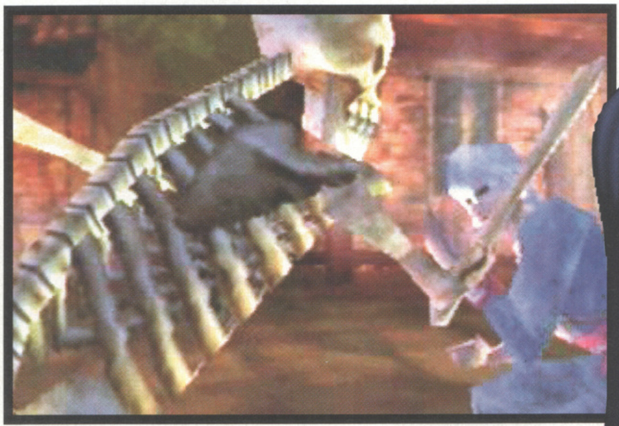
Which type of game is *Q3A*?
A/Strategy
B/Corridor shooter
C/Sim

DRAC'S BACK (AGAIN)

THE DADDIO OF PLATFORMERS RETURNS TO N64

FACTS

GAME: **CASTLEVANIA: LEGACY OF DARKNESS**
FORMAT: **N64**
OUT: **SUMMER**
MULTIPLAYER: **NO**
TYPE: **3D ADVENTURE**
BY: **KONAMI**
STATUS: **85% COMPLETE**



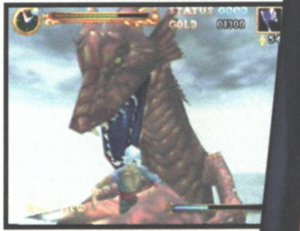
IT WAS spring in the year 1999. The young people of the village awoke one foggy morning, as if by some strange calling. They knew this day was special. It was what they had been waiting for. The mist swirled around their pallid faces as they made their way to the games stores and bought their copies of *Castlevania* on N64. They plugged them in, eagerly awaiting a taste of gothic pleasure. And then they wept. It wasn't very good.

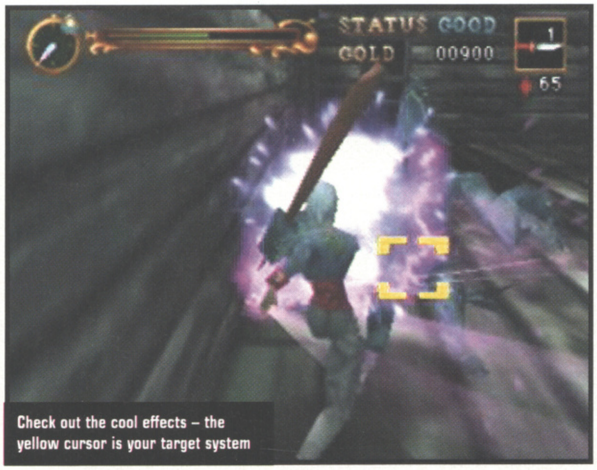
RE-VAMPED

Last year's *Castlevania* on N64 was a hit-and-miss affair. The game had many superb ideas, yet the awkward controls and the unforgivable one-fall-and-you're-dead sections caused a stink worse than the rotting undead. For *Legacy Of Darkness*, however, Konami seems to be back on track. The game is not so much a sequel as more of an extended reworking of the original – the action in the game takes place before, during and after the events of the first game. There are also two new characters to play, along with Reinhardt and Carrie from the original.

CH-CH-CHANGES

Besides the enhanced story, the main improvements in *Legacy Of Darkness* are in the mechanics of the game itself. Everything has been tweaked and tightened up, resulting in a more satisfying experience. The annoying controls are improved, making jumping and grabbing ledges less hellish, and combat with the undead now feels more solid than before. The Expansion Pak graphics are still strangely fuzzy but the overall graphical style suits the game's gothic charms.





Check out the cool effects – the yellow cursor is your target system

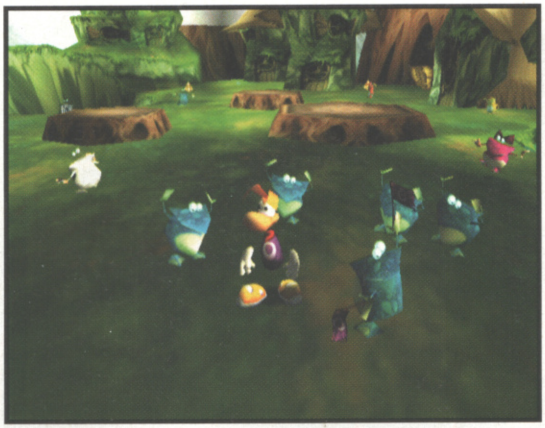
GET RUBBER PANTS

One good thing ported from the original is the game's awesome atmosphere. For *Legacy Of Darkness*, the developer has gone all-out to create a filmic sense of dread and slowly unravelling horror. Some stunning cut-scenes reveal the story in short bursts to keep you guessing, and there are some in-game shock moments to rival even the mighty *Resident Evil* series.

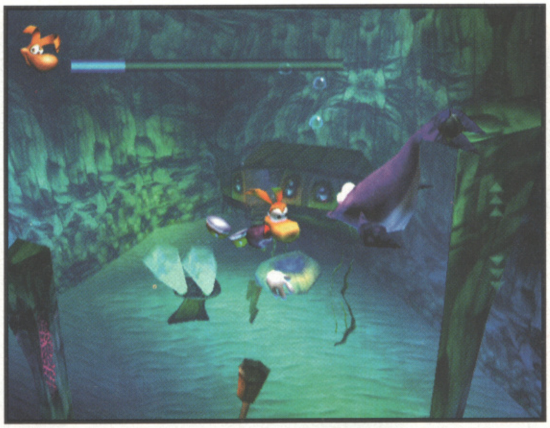
LEE SKITTRELL

We Reckon

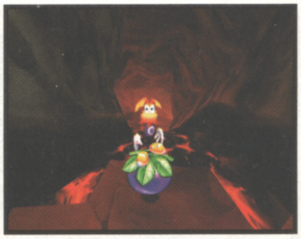
***Legacy Of Darkness* is shaping up nicely. Providing the flaws of the original are removed and the best bits expanded upon, Konami could be on to a winner.**



The new level – Globox Village is inhabited by these strange little critters



No self-respecting platformer is complete without lots of underwater action



Rayman can use plums to reach higher platforms. Stop sniggering at the back

If you think this looks good, just wait till you see it in action

RAYMAN'S UP FOUR IT

DREAMCAST VERSION GETS A GREAT LOOKING FOUR-PLAYER MODE

FACTS

GAME: **RAYMAN 2**
FORMAT: **DREAMCAST**
OUT: **MARCH**
PLAYERS: **1-4**
TYPE: **3D PLATFORM**
BY: **UBI SOFT**
STATUS: **90% COMPLETE**

Is your sparkling new Dreamcast lacking the platform-related antics it deserves? *Rayman 2* could be the answer. More of a traditional 3D platformer than *Sonic Adventure*, it sees you take control of the limb-deficient wonder in a quest for freedom.

FUN FOR FOUR

The DC game features a host of exclusive new features, plus crisper visuals and enhanced sound over the recent N64 version. The most exciting addition is a four-player bonus level. You have to earn this mode, but the it looks like it'll be well worth the effort. By collecting special crystals in the main game you can unlock time-trial challenges in the new Globox Village level. Successfully beat these time-trials and you then unlock the Globox Disc mulitplayer game.

LUMZ THE WORD

Magical Gold Lumz appear in the maze and you want to be the one to collect the most. The action takes place on a single screen, viewed from above. The disc is a kind of circular maze with revolving wall segments. Up to four players can battle it out head-to-head. Power-ups and power-downs fall from the sky and monsters roam the maze. The action looks frantic and fun, the one drawback being there's only one screen for the multiplayer action.

MORE TO ENJOY

The main game plays similar to the N64 version (but with an astonishing level of graphical finesse), plus DC owners will be able to download new levels and features from the *Rayman 2* Web site. Cool.

LEE SKITTRELL

WE RECKON

***Rayman 2* on N64 was a great game. This could be the game to break the spiral of shallow Dreamcast racers and fighters.**

RAYMAN'S IN YOUR POCKET

***Rayman* is heading for your Game Boy Color and he's looking hot. The game is a new adventure for *Rayman* where you rescue the imprisoned Toons and face off against the evil Mr Dark. There are eight different 2D worlds, with secrets and surprises to find along the way.**

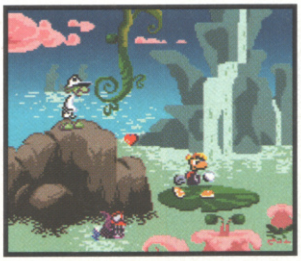
LEE SKITTRELL

FACTS

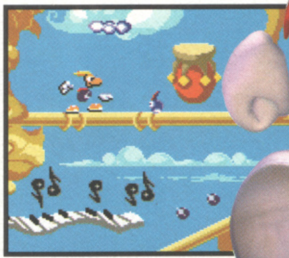
GAME: **RAYMAN**
FORMAT: **GAME BOY COLOR**
OUT: **MARCH**
PLAYERS: **1**
TYPE: **2D PLATFORM**
BY: **UBI SOFT**
STATUS: **90% COMPLETE**

WE RECKON

Not only does *Rayman* on Game Boy Color look an absolute dream, it also has the gameplay to make it a potential challenger to mighty *Mario*'s throne as King of Game Boy platformers.



Superbly detailed backgrounds...



... and super-smooth scrolling

EX ON LEGS

NEW *STREET FIGHTER* LOOKING SERIOUSLY SEXY IN THREE DIMENSIONS

FACTS

GAME: **STREET FIGHTER EX PLUS 2**
FORMAT: **PLAYSTATION**
OUT: **MAY**
PLAYERS: **1-2**
TYPE: **BEAT 'EM UP**
BY: **ARIKA/CAPCOM**
STATUS: **90% COMPLETE**

***STREET FIGHTER* is once again making the leap into 3D, and fans of the flat fighter have every right to hope this latest version will be a serious challenger to *Tekken 3*.**

SECOND TIME LUCKY

The original *Street Fighter EX Plus* took Ryu and co into 3D back in 1998, but unfortunately failed to set the world on fire. The graphics weren't great, and the sluggish gameplay tried too hard to be like *Street Fighter Alpha*. The new version improves immeasurably – visually – with the characters being some of the finest ever rendered on a PlayStation.

NEW GAMEPLAY

Gameplay has been given a complete overhaul, too. The action is fast, and while the moves aren't identical to the 2D games, they share enough similarities to give hardened world fighters an instant edge. Background detail has been sacrificed to keep the game running smoothly, but a host of special effects will have your jaw hanging open.

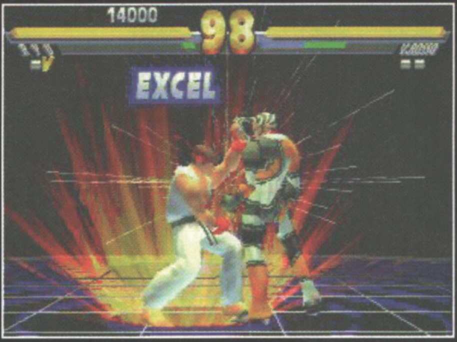
STUNNING EFFECTS

Convincing lightning forks accompany your most powerful attacks, and the Excel mode is awesome to behold. A special key combo sees the screen fade out to black, and every hit you make counts as part of a super combo. Both fighters are motion-blurred to perfection as the cascade of punches and kicks rains in. It looks incredible.

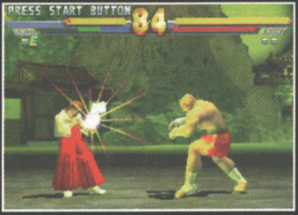
ALL ACTION BATTLES

Playing the game is superb fun, though *Street Fighter* purists might like to note that strategy has been abandoned in favour of all-action battles. The array of characters is astonishing, with old favourites like Blanka making their 3D debuts beside ever-presents like Ryu and Ken. There are 20 characters selectable from the off, with at least another four unlockable.

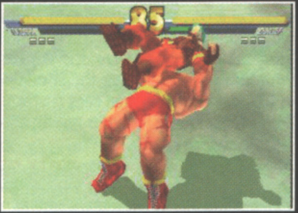
DEAN SCOTT



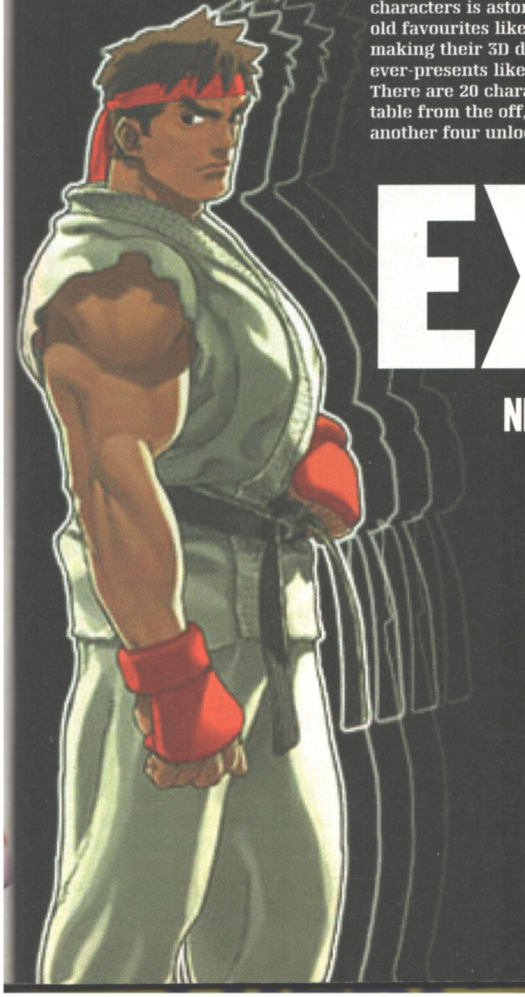
Ryu gets seriously busy in Excel mode. The screen goes all blurred as you smash in loads of hits, taking your opponent into Pain World

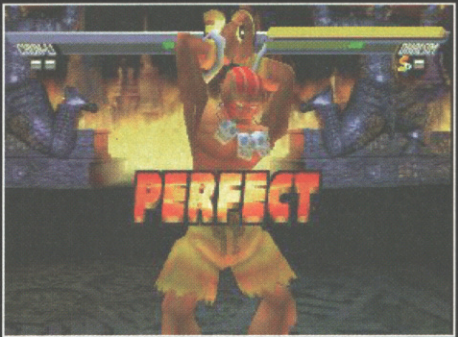


All your fave street fighters still have the moves you know and love. Fireball anyone?

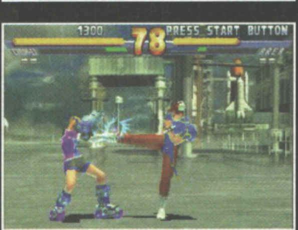


Russian grappler Zangief takes out his varicose vein frustration on an innocent bystander





There's no sight more satisfying in games than the Perfect screen. It symbolises love, happiness and seriously hardcore gaming skills



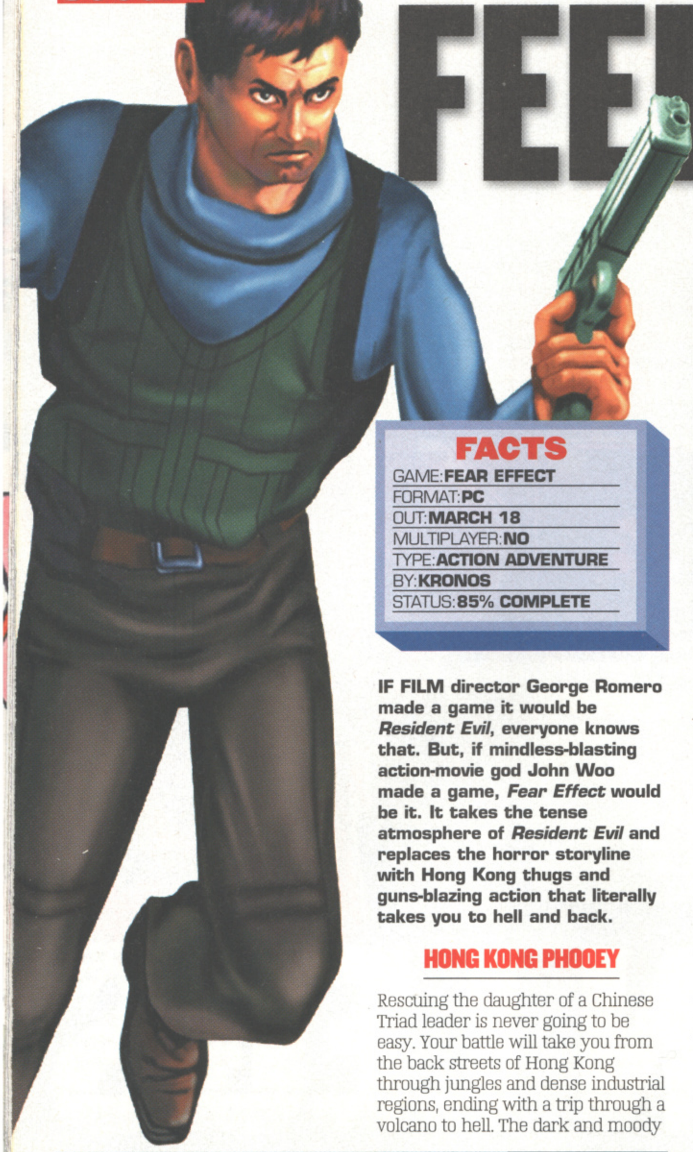
Chun Li still does that amazingly fast-kicking thing in *EX2*. It looks fantastic here, and moves at a frightening speed. She's a lethal lady

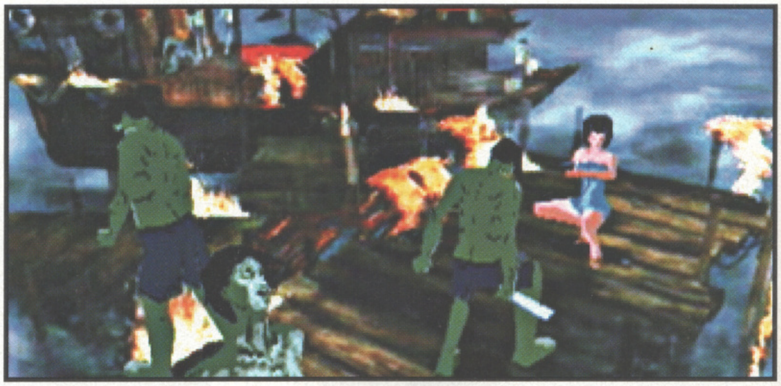
WE RECKON

It's not just *Street Fighter* veterans who'll love this. *Tekken*-ites looking for a fresh challenge will lap it up, too. The Japanese version is classy, and we hope the UK version is as good.

FEEL THE FEAR

RESIDENT EVIL MEETS MANGA





You'll need a quick trigger finger to get out of this one, unless, of course, you have a bigger gun than they do

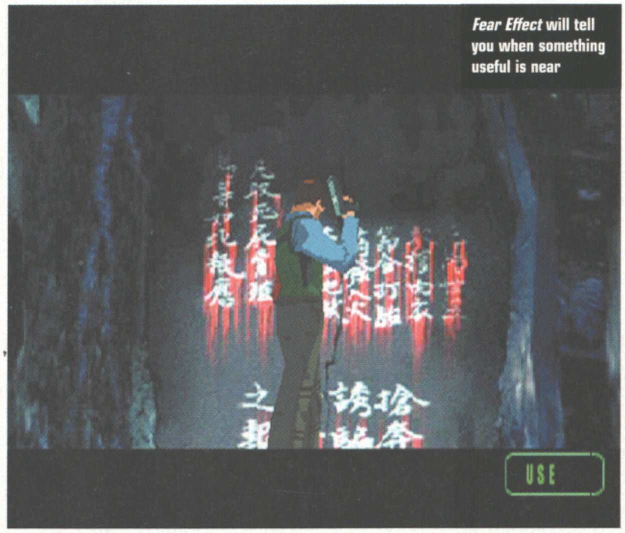
FACTS

GAME: **FEAR EFFECT**
FORMAT: **PC**
OUT: **MARCH 18**
MULTIPLAYER: **NO**
TYPE: **ACTION ADVENTURE**
BY: **KRONOS**
STATUS: **85% COMPLETE**

IF FILM director George Romero made a game it would be *Resident Evil*, everyone knows that. But, if mindless-blasting action-movie god John Woo made a game, *Fear Effect* would be it. It takes the tense atmosphere of *Resident Evil* and replaces the horror storyline with Hong Kong thugs and guns-blazing action that literally takes you to hell and back.

HONG KONG PHOOEY

Rescuing the daughter of a Chinese Triad leader is never going to be easy. Your battle will take you from the back streets of Hong Kong through jungles and dense industrial regions, ending with a trip through a volcano to hell. The dark and moody rendered backdrops have been livened up with streaming FMV to give the feel of living and breathing locations. For example, look down into the streets and you'll be able to see cars rushing by, unaware of the battle raging above.



Fear Effect will tell you when something useful is near

SPLIT PERSONALITY

As the game evolves, you take control of three mercenaries – using their combined force to take down the Triads, get out of hell and rescue a missing girl. Like *Resident Evil*, there's puzzle-solving to do, but *FE* puts a lot more emphasis on some wild action sequences. Within minutes you'll be running round, a gun in each hand, trying to catch Triad members using stealth tactics. The more sneaky you are, the less damage you'll take. Although, with the range of weapons and ammo at your disposal, you can play it like Rambo, if you want.

SMOOTH FLOWING

The developer has worked hard to get rid of those annoying pauses in gameplay, like when you're changing weapons, targeting or changing an inventory. Now, when you're running, crouching, creeping around or walking you can draw guns, manipulate items in your inventory and target thugs to blow away. It may sound like a small thing, but in the heat of battle it adds to the cinematic feel.

N: D01N
V: D02L

ORIENTAL EVIL

While *Resident Evil* has the survival horror market sewn up, Eidos is using out-and-out action, with a more earthy look, to create a story-led action adventure that relies more on creating an adrenaline rush than scaring the pants off you. Can't wait.

LES ELLIS

We Reckon

***Res Evil* meets Anime – without the horror. The story, guns-blazing action and odd moment of stealth should provide the thrills, though.**

500

DRIFTER BARS TO BE WON

Did you enjoy the delicious Drifter snack bar that came free with this issue of Computer and Video Games? Fancy some more? Well, you could win 100 Drifters - yep you did read that right. We're giving away 100 bars each to five lucky readers, enough of the laid-back snack to keep you and your friends munching through plenty of late night gaming sessions.

Nestlé®
Drifter

ENTER NOW

It's so easy to enter, all you have to do is answer the really easy question, fill in the coupon and post if off in an envelope. Are you ready for the question?

Q. **How much do 100 Drifters weigh**

A. **60g**
B. **6Kg**
C. **60Kg**

Drifter The laid-back snack

OK, you've got your answer to the question above, now write it down in the space provided, then fill in your details, cut this coupon out and send it to:

Drifters Are The Best Competition, Computer and Video Games, 338-346 Goswell Road,
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Entries close 15th March 2000

Nestlé
Drifter

Name ....
Address ....
....
....
Age .... **Phone Number** ....

My answer to the weight of 100 Drifter Bars is:

☐ **A. 60g** ☐ **B. 6Kg** ☐ **C. 60Kg** **please tick**

On occasion, EMAP Active publishers of Computer and Video Games and associated companies will make offers of products or services, which we believe, may be of interest to our customers. If you DO NOT wish to have the details given here passed on, please tick the box ☐

Snippets

Cutting news nibbles

■ ***Resident Evil 2* is definitely coming to the Game Boy Color. A revolutionary new graphics technology squeezes more colours on to the screen than thought possible, bringing the look of the game more in line with its PlayStation forebears.**

■ Want to work for CVG? Then your luck might be in. We are looking for a games genius to join the team. You must be brilliant at all games, be able to write and have a friendly personality. If this is you, send an example review with your CV and a covering letter to Matt Howell. Mark the envelope "Give Me a Job". You must be over 16 and willing to move to London.

■ **Meanwhile, another hit flick is getting the game transformation. PC and PS2 versions of horror thriller phenomenon The Blair Witch Project are underway. Gathering of Developers is using the power-hungry *Nocturne* engine, which should really come into its own on PS2. The PC version is slated for this summer.**

■ Electronics Boutique and Game – two of the leading high street retail names in the UK's software and games market – have launched store-branded e-commerce Web sites at www.eb.uk.com and www.game.uk.com

■ **Long-awaited arcade-style RPG action fest *Diablo 2* has slipped again. Expected back in Xmas 1998, it was then due for a turn-of-the-century release. Latest info suggests the simultaneous worldwide release is now likely to slip to May. Dammit.**

COUNTDOWN TO FOREVER

GET YER DUKES OUT FOR THE NUKE – LEAR AGE

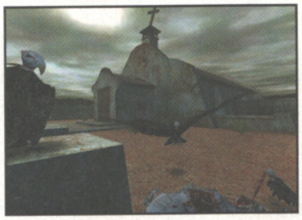
FACTS

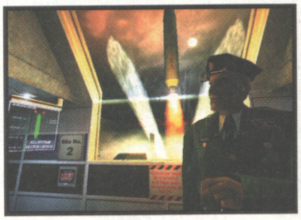
GAME: **DUKE NUKEM FOREVER**
FORMAT: **PC**
OUT: **LATE 2000 TBC**
MULTIPLAYER: **1-16 TBC**
TYPE: **FIRST-PERSON SHOOTER**
BY: **3D REALMS**
STATUS: **50% COMPLETE**

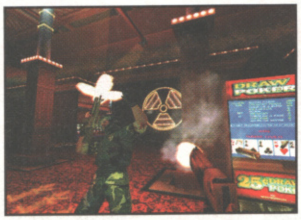
NEVER WAS a computer game more aptly named. Work started on *Duke Nukem Forever*'s original side-scrolling 3D incarnation back in 1997. One name change, a complete game overhaul and several years later, *Forever* is finally not as far away as it sounds. In fact, we're told Duke and his infamous strippers are likely to be with us by the end of the year. Bitchin!

BEST LOOKIN'

For Duke virgins, the wise-cracking hardman has already starred in a shed-load of games on different formats and has something of a cult following. But the PC sequel to cult hit *Duke Nukem 3D – Duke Nukem Forever* – is set to be Duke's best-looking outing to date – thanks to a souped-up *Unreal Tournament* engine. Feast your eyes on these new screenshots. They speak for themselves.



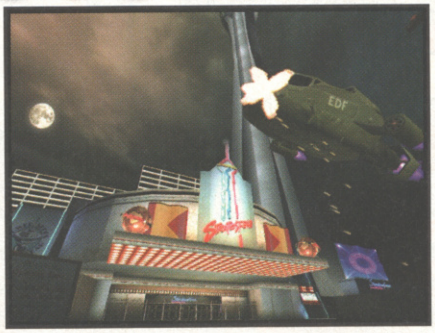


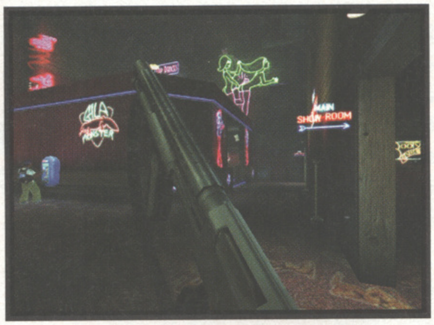


WHAT'S NEW?

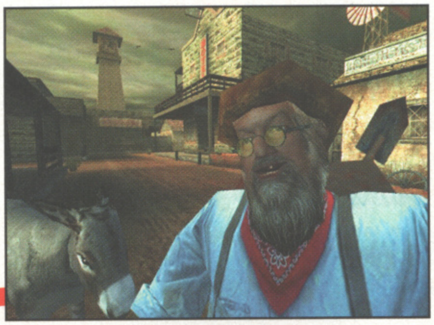
Information is scarce, but we know Duke's cyborg nemesis, Dr Proton, has taken over Area 51 to recuit an army of aliens. Best of all, *DNF* should be converted to next-gen consoles too. We heard ages ago that it would be on both DC and PS2 but we're still waiting for news.

PETER WALKER





Get some action in the clubs and casinos of Las Vegas



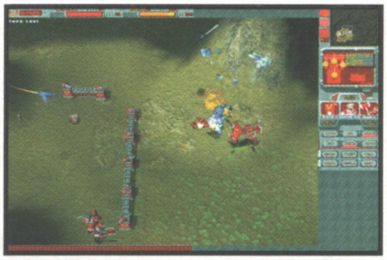
Action is set around Las Vegas, including the Hoover Dam

We Reckon

***Duke Nukem* with the *Unreal Tournie* engine? Yes please. Just don't make us wait much longer. Or we'll rip off your head...**

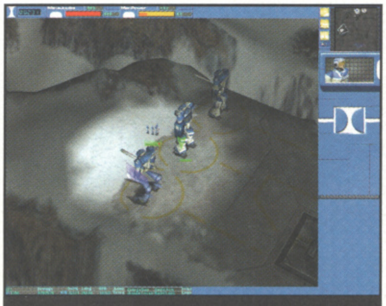
FACTS

GAME: **METAL FATIGUE**
FORMAT: **PC**
OUT: **MARCH/APRIL**
MULTIPLAYER: **1-TBC**
TYPE: **REAL-TIME STRATEGY**
BY: **ZONO**
STATUS: **75% COMPLETE**



FIGHT FOR SORE EYES

FINALLY, a real-time strategy game for PC that's trying to do something a bit different. *Metal Fatigue* may look like standard stuff, but there's some tidy innovations and an interesting biblical-type storyline about three brothers who end up fighting for rival corporations in a race for alien technology and domination. There are three interconnecting simultaneous battlefields – ground, subterranean and low-orbit. Ever played 3D noughts and crosses? It may seem complicated at first but it adds new dimensions into a well-worn genre. There's plenty of cool units too, including Combots which fight with huge swords and axes. What's more, you can re-equip them with bits you find in the battlefields.


Sometimes you'll be low on crews to man all your Combots

We Reckon

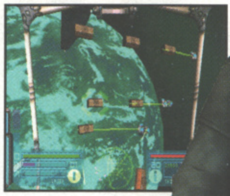
Could inject new life into what's fast becoming a rather tired genre.

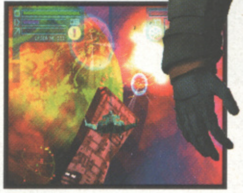
THE SUN IS SHINING

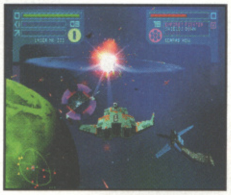
THE BRIGHTEST OF THE *COLONY WARS* TRILOGY

FACTS

GAME: **COLONY WARS: RED SUN**
FORMAT: **PS**
OUT: **MARCH**
MULTIPLAYER: **NO**
TYPE: **SPACE SHOOTER**
BY: **PSYGNOSIS**
STATUS: **90% COMPLETE**




Alien scum. Don't you hate them?



COLONY WARS returns for a third instalment with *Red Sun* next month, pleasing PlayStation space cadets the universe over. For the uninitiated, it's a futuristic combat sim played out in space and on planet surfaces. The new game breaks tradition by letting the player choose his missions (of which there are over 50) instead of following a pre-set pattern. There are 30 new weapons, eight new ships and lots of unchartered space. The graphics engine is polished, more FMV is added to carry the plot, and it's looking the pick of the trilogy.

We Reckon

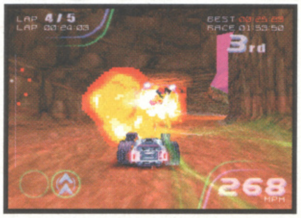
It's not just PC gamers who're spoiled for space action games. *Red Sun* gives the PS another blaster.

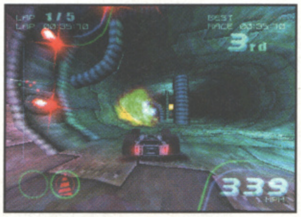
FACTS

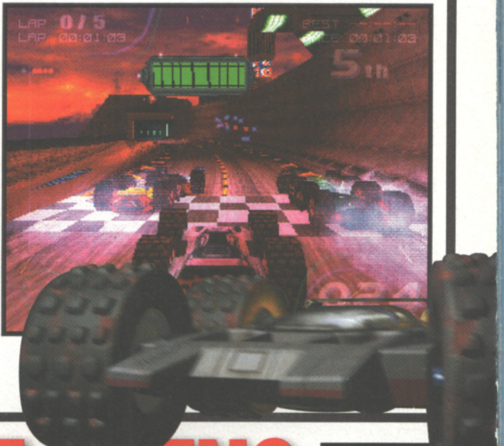
GAME: **ROLLCAGE STAGE 2**
FORMAT: **PS**
OUT: **MARCH**
MULTIPLAYER: **1-2**
TYPE: **FUTURISTIC RACING**
BY: **ATTENTION TO DETAIL**
STATUS: **90% COMPLETE**

ROLL PLAY

FIRST LOOK AT *ROLLCAGE* SEQUEL







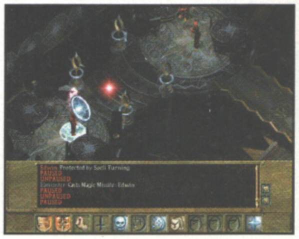
THE original *Rollcage* was a futuristic racer with a twist: the unique design of the race craft meant you could drive them on their roofs if they flipped over, and also along the walls and ceilings of tunnels. The follow-up has improved with more accessible gameplay, a wider selection of cars and tracks and more game modes. The graphics are tweaked to new levels of gorgeousness, which might save it from the future racer backlash that saw *Wip3out* sell poorly.

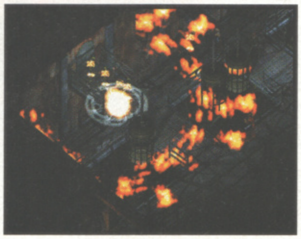
FACTS

GAME: **BALDUR'S GATE 2**
FORMAT: **PC**
OUT: **LATE 2000**
MULTIPLAYER: **1-6**
TYPE: **RPG**
BY: **BIOWARE**
STATUS: **50% COMPLETE**

BALDUR'S GATE RE-OPENS

HIT PC RPG *Baldur's Gate* is back – and looks set to be far bigger and better than ever. *Baldur's Gate 2* is the full sequel to last year's excellent real-time foray across the Sword Coast, which brought the world of Advanced Dungeons and Dragons to life for the PC gaming masses. New spells, characters, classes, a new half-orc race and buckets of new quests, along with loads of cool new features, like winning and managing character-specific strongholds, promise to make the new adventure even more immersive than the first.


Characters move smoother than in *BG1*


3D support means better effects, like spells

We Reckon

So popular was the original that DC and PS versions are in hand. RPGs aren't everyone's taste, but *BG2* should be well worth a look.

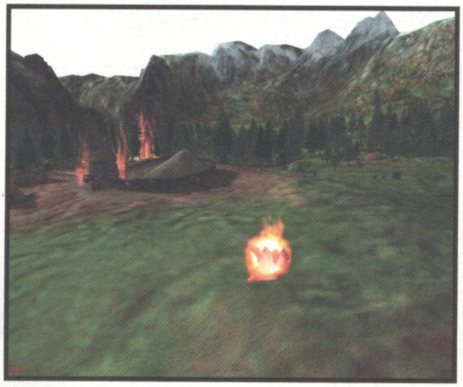
IT'S ALL IN BLACK &

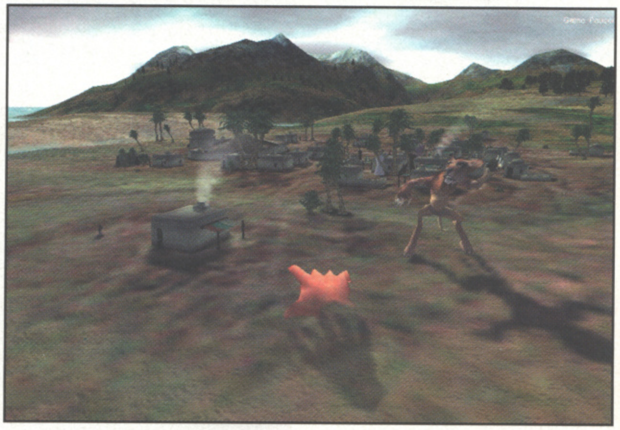
JOB DESCRIPTION: GOD, FOR CHRISSAKE

FACTS

GAME: **BLACK & WHITE**
FORMAT: **PC**
OUT: **TBC**
MULTIPLAYER: **YES**
TYPE: **GOD SIM**
BY: **LIONHEAD**
STATUS: **70% COMPLETE**

PLAYING AT god sounds pretty cool but these days it takes something extra special to raise the eyebrows of PC fans. The godfather of god sims, Peter Molyneux (creator of *Populous*, *Dungeon Keeper*, *Theme Park*, and many more), is promising to redefine the genre with his new game *Black & White*.



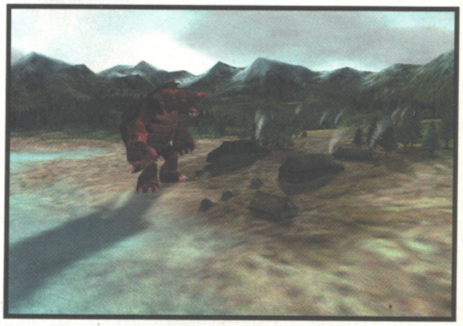


YOU CAN BREAK PARADISE

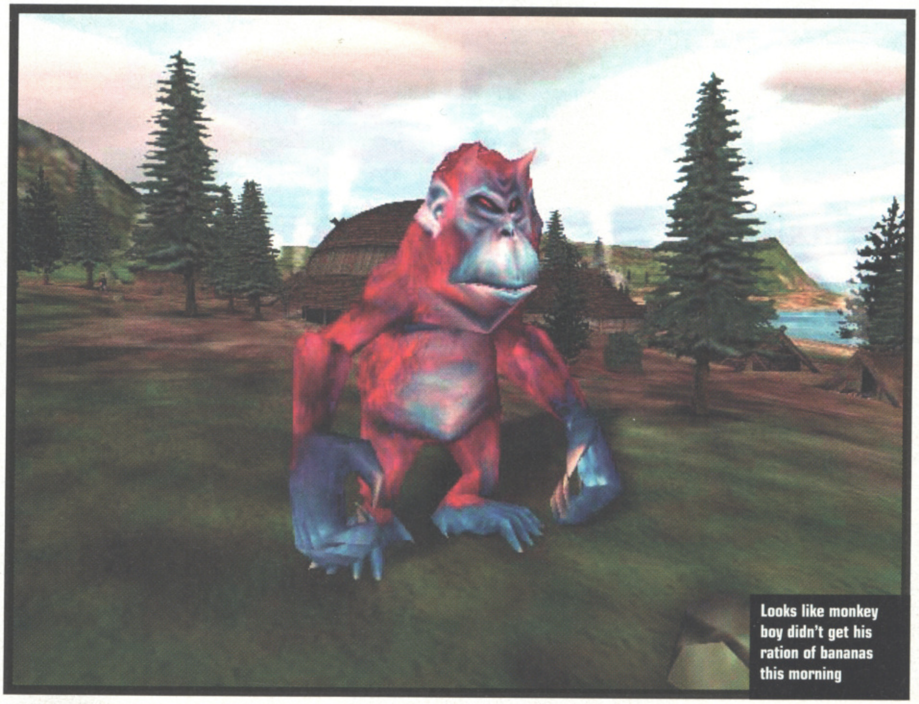
You start off in Eden, an idyllic land which is perfect in every way. The people who live there carry out everyday tasks while living their everyday lives. Then you come along and all hell breaks loose. The poor, innocent folks must be converted to worship you, increasing your power to cast spells. Of course, how you use these spells will come back to haunt you later in the game. Developer, Lionhead, claims that the game will act as a personality test for the player and will alter to reflect your playing style.

LOOKS FAMILIAR

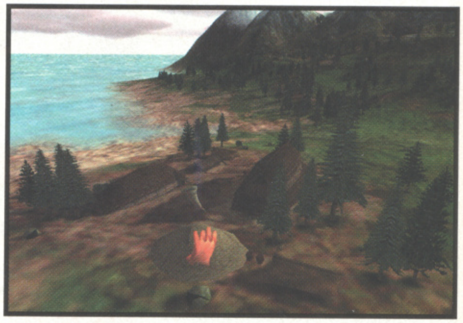
Like all good magicians, you need to have a familiar. Pick a creature that's quietly roaming the landscape and train it to become your agent (good or evil, depending on how you're playing). Train it in aspects of life and magic, then unleash it to carry out your work in the world – giant cows trashing villages or huge tortoises helping villagers build temples will no longer be rare sights. The artificial intelligence of these creatures is so advanced that we've heard stories of programmers coming to work to find their pet creatures carrying

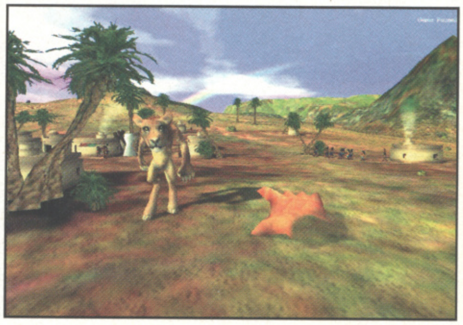


Preparing to show the village who's the boss – the well 'ard way

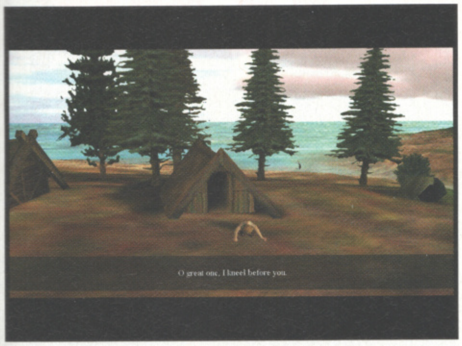


Looks like monkey boy didn't get his ration of bananas this morning

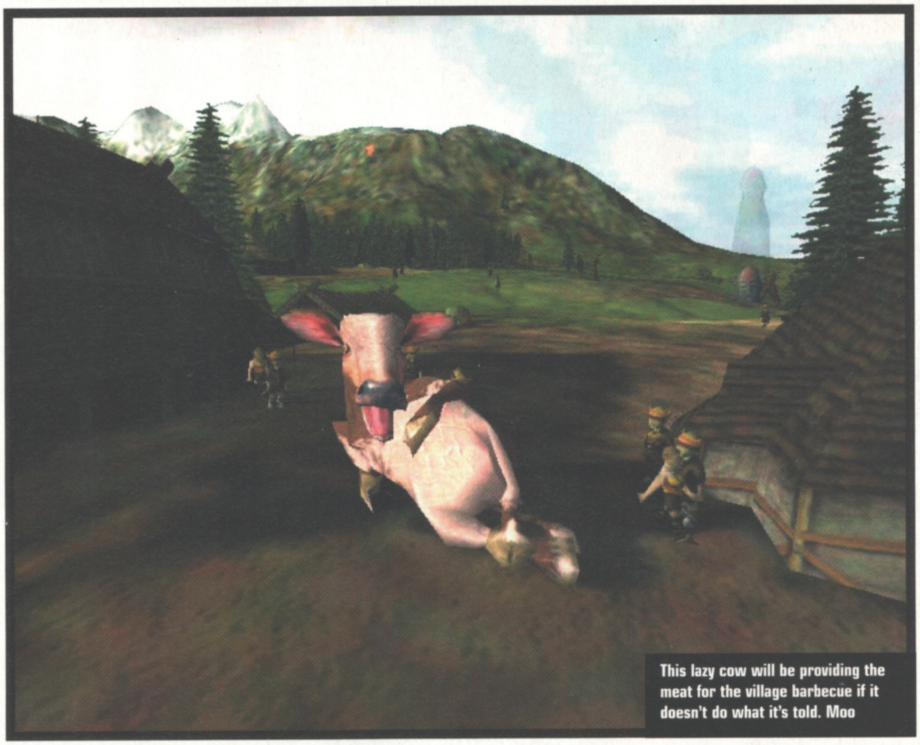




WHITE

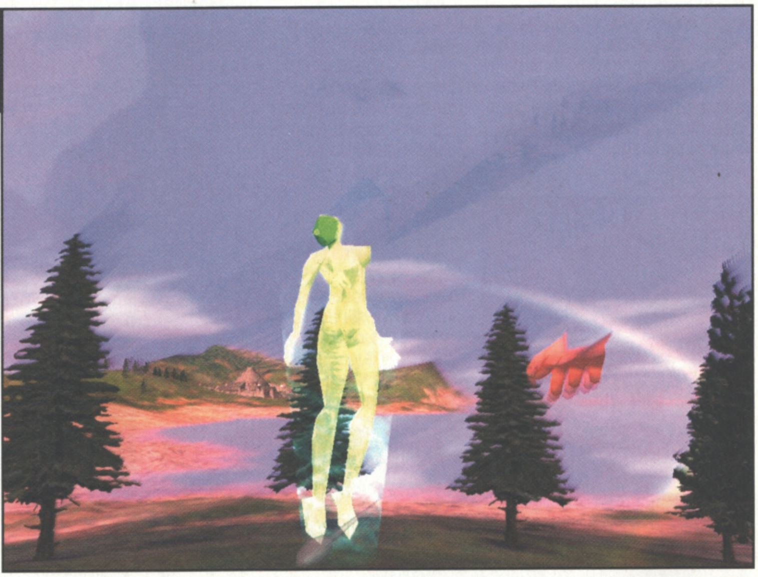


Villagers provide your magic powers so you need lots of 'em for war



This lazy cow will be providing the meat for the village barbecue if it doesn't do what it's told. Moo

Well, what would you do if you were a god? Yup, thought you'd try this



Ahh, a perfect day to smash up a village

out acts they weren't specifically programmed to do – very scary.

CASTING THE NET

Of course, just one deity trashing a world is no fun (well, not for long anyway). So, while you're busy setting up your people and raising your familiar, several opponents are doing the same thing – and you can bet they won't be pleased when they find out you've been recruiting peasants. What happens? You guessed it – all-out war. With Net access you can take the battle online, using your home-grown familiar to trash an opponent.

COMPLEX STUFF

To fully explain every aspect of *Black & White* would take every page of this issue, there's so much going on. While you're inflicting your god-like powers on your new-found followers, there are social and educational issues to be tackled. As complex as the game gets, though, Lionhead is putting a lot of effort into making the control interface as easy to use as possible – thankfully. Even though it's not finished (and won't be until Lionhead feels it's perfect), *Black & White* is shaping up to be one of the biggest PC games of the new millennium.

LES ELLIS

We Reckon

Tipped to be game of the year, this is going to be huge. It's complex but you won't be able to resist.

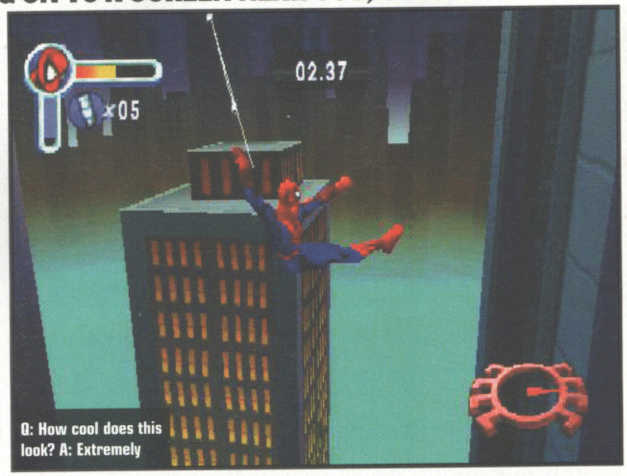
GET INTO THE WEB

SPIDERMAN SWINGING ON TO A SCREEN NEAR YOU, SOON

FACTS

GAME: **SPIDERMAN**
FORMAT: **PS**
OUT: **TBC**
MULTIPLAYER: **NO**
TYPE: **3D ACTION ADVENTURE**
BY: **NEVERSOFT**
STATUS: **50% COMPLETE**

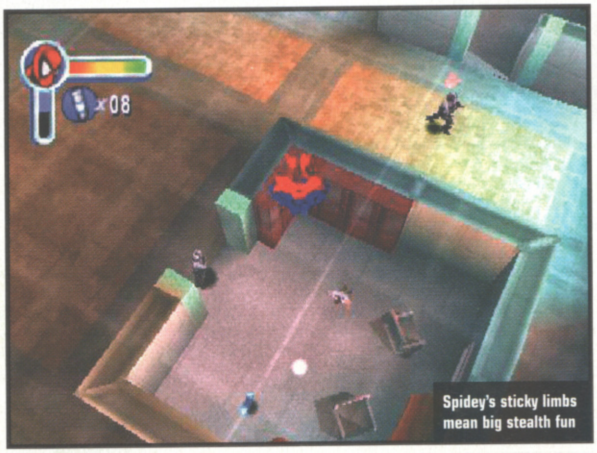
SPIDERMAN IS coming to the PlayStation and N64, and if you're as damned excited about that as we are, we'll pause briefly so you can go and change your underpants.



Q: How cool does this look? A: Extremely

LOOK OUT, ITS...

The upcoming *Spiderman* 3D action game uses the same game engine as the legendary *Tony Hawk's Skateboarding*. This means that you can expect the graphics to look great and move swiftly as the web-slinger swings from building to building and shoots web fluid into people's eyes.



Spidey's sticky limbs mean big stealth fun

SPIN A THREAD

The player takes on the role of Spidey, and the skills that made his name in the Marvel comics are all in the game. Expect to scale buildings, tie people up in webs and feel your Spider-sense tingling whenever Spiderman is in danger. You can't pull Spiderman's legs off and burn him with a magnifying glass, but you will get suitably arachnoid.

SPIDER SENSE

Spiderman's nastiest enemies from the comic will be in there, too, like arch enemy Venom and long-time foes Dr Octopus and Carnage. Fellow superheroes are expected to appear in cameo roles too, so even if Spidey isn't your fave Marvel character you'll enjoy it. The settings will be familiar to fans and range from the streets of Manhattan to a prison.

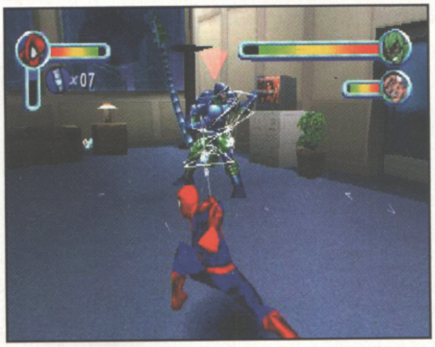
BAD WEB DAY

The PlayStation screens certainly look impressive, but *Superman* on the N64 was one of the worst games we've seen. We've got high hopes that Neversoft will build on its reputation, do the game justice, and not cash-in with a hurried effort.

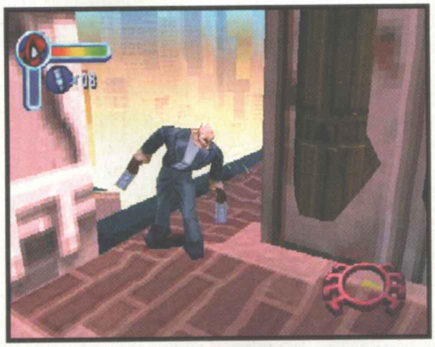
DEAN SCOTT

We Reckon

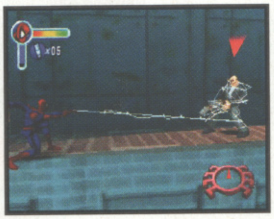
Feast your eyes on these screenshots and pray with us that the game plays as good as it looks.



Spiderman squirts his sticky load all over a deserving villain



Beware of Extra Large Cigarette Butt Man. Just say no, kids



WIN £100

TO SPEND ON WHATEVER YOU WANT

Brighten up the dullest month of the year with our easy-to-enter competition and you could win a boredom-bustin' £100. Most of the questions won't bend your brain too hard, but if you get stuck try looking through the mag for clues. Good luck.

1 In which city do you start in *Crazy Taxi*?

A Los Angeles
B San Francisco
C Blackpool

2 In what game do you collect bananas?

A *Rayman 2*
B *Donkey Kong 64*
C *South Park Rally*

3 What sort of game is *Gran Turismo 2*?

A Flight sim
B Driving
C Fighting

4 What is Nintendo's new handheld machine called?

A Project Dolphin
B Game Boy Advance
C Game Boy Plus

5 What score did *Toy Story 2* on N64 receive?

A Three
B Four
C Five

6 In *Ace Combat 3* what do you play as?

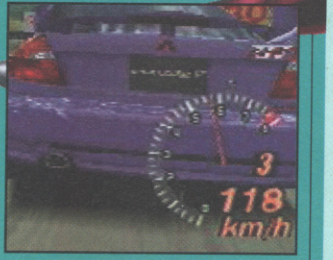
A Tank commander
B Fighter pilot
C Navy seal

7 What superhero will have a game named after him later this year?

A Silver Surfer
B Wonder Woman
C Spiderman

8 What game is this cool screenshot from?

A *Gran Turismo 2*
B *Rally Championship*
C *Crazy Taxi*



9 In *Rayman 2* on Dreamcast, what do you get that wasn't included in the N64 version?

A Four-player level
B Arms and legs for Rayman
C Bugger all

10 On which platform is *Fear Effect* on?

A Dreamcast
B Game Boy Color
C PlayStation

LAST MONTH'S ANSWERS

How did you do with 219's quiz? If you're not sure that you got them all right, then check out the list of answers below.

1 B The T-Virus
2 C PC
3 C 20 minutes
4 A First-person and strategy
5 C *Quake 3*
6 A Books
7 C Over 500
8 A 4
9 C More than three
10 A 4

LOOK WHO'S THE LUCKY SOD

The winner of Issue 218's quiz and £100 to blow on whatever they want is...
Paul Thorpe, Yorkshire

IT'S EASY TO ENTER

All you've got to do is fill in your answers below, cut the coupon out, bung it in an envelope, and post it to us at:

Win Some Money, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: Wednesday 15th March 2000. So hurry up.

1. ....
2. ....
3. ....
4. ....
5. ....
6. ....
7. ....
8. ....
9. ....
10. ....

NAME: ....

AGE: ....

ADDRESS: ....

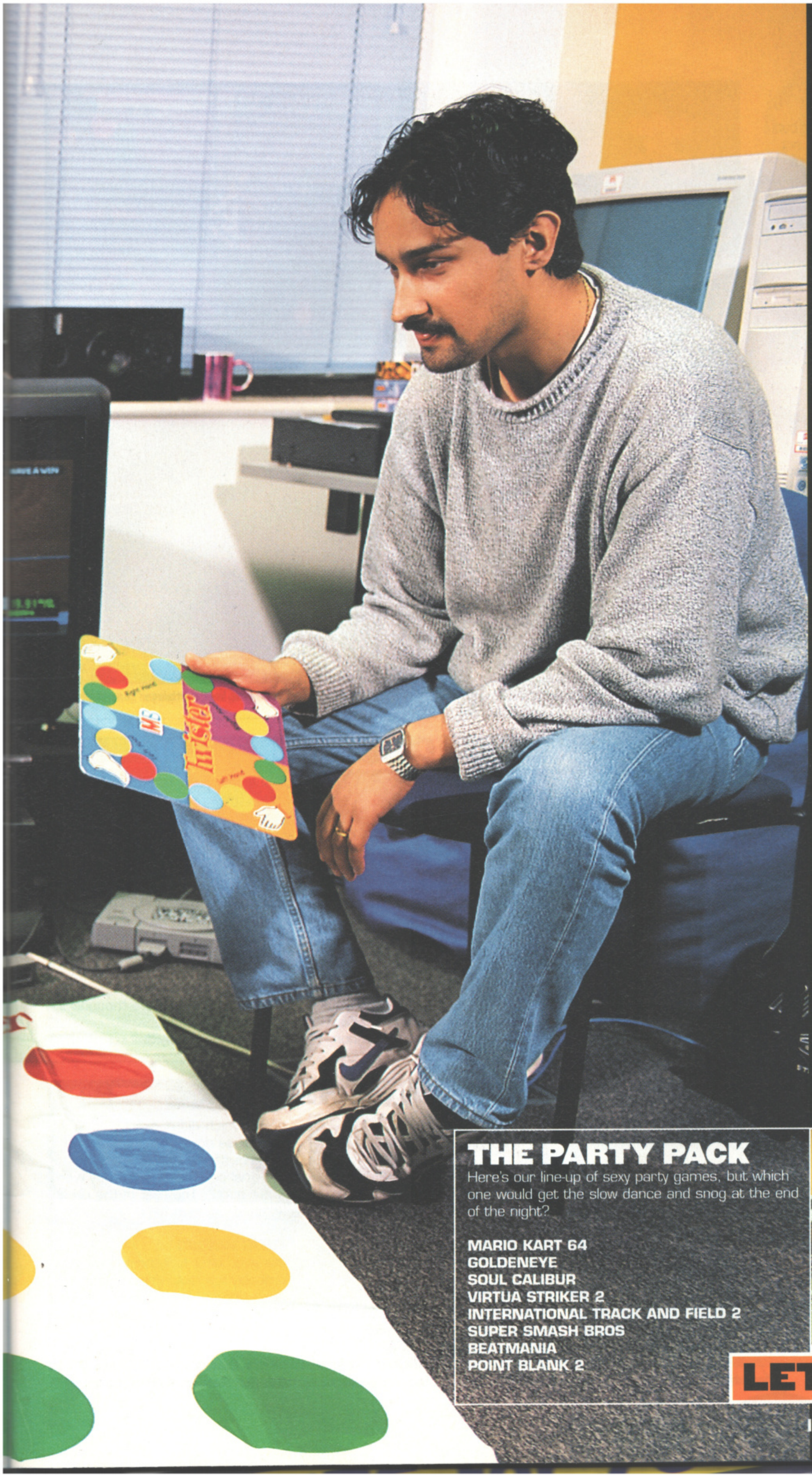
On occasion EMAP Active publishers of Computer and Video Games and associated companies will make offers of products or services which we believe may be of interest to our customers. If you DO NOT wish to have the details given here to be passed on, please tick the box ☐

As multiplayer party games become more popular, we test the ones that go with jelly and ice-cream

LET'S PARTY

WORDS: LEE SKITTRELL **PHOTOS:** KENNY P

SPRINT
SONY
Twister



BLIND TEST

Videogames have come of age. Gone are the days when you'd have to hide your love of games for fear of being egged in the street. Now it's more than socially acceptable to get a few mates round for a multiplayer session on your favourite games – it's a must. Our posse of players happily binned their Twister mats to rate CVG's pick of party favourites.

PARTY ANIMALS...

Introducing the five CVG readers who had their say:

NAME: **CAMERON RHONE**
Business student in Portsmouth. He tried convincing the rest of the group of the merits of *Tenchu* over *Metal Gear Solid*. Does the best Pikachu impression in the western world.

NAME: **DEAN SWAIN**
Works in administration in London. Has been regularly enjoying *Soul Calibur* on Dreamcast since the day it came out but he mostly pines for his very own arcade version of *Double Dragon*.

NAME: **PAUL FORD**
The youngest player of this month's crew and already a Blind Test veteran. Has been playing *Goldeneye* like it's been going out of fashion, along with the very credible *Driver* and *ISS 98*.

NAME: **NIAZ KAHN**
An accountant by day, a hardcore gamer by night. Niaz is currently playing Final Fantasy VIII. PlayStation newsgroup buddy of Cameron. This was their first non-cyberspace meeting. Aww...

NAME: **JOHN-PAUL MINKLEY**
A student of English and lover of all things produced by Nintendo. *DK64* has put his studies in jeopardy, though he felt cheated about the price because he already had an expansion pack.

THE PARTY PACK

Here's our line-up of sexy party games, but which one would get the slow dance and snog at the end of the night?

MARIO KART 64
GOLDENEYE
SOUL CALIBUR
VIRTUA STRIKER 2
INTERNATIONAL TRACK AND FIELD 2
SUPER SMASH BROS
BEATMANIA
POINT BLANK 2

LET'S GO PARTEEE...

MARIO KART 64

FORMAT: **N64**
PRICE: **£29.99**
PLAYERS: **1-4**

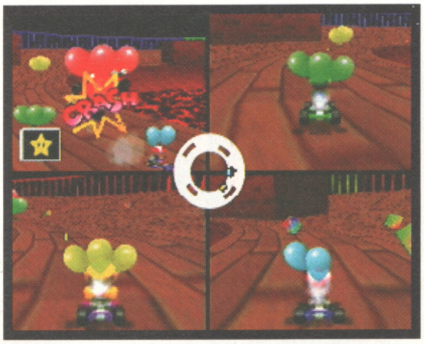
Since appearing on the SNES, *Mario Kart* has become a classic. The first release of N64 was hugely popular. Will it still be a hit with our testers?

PARTY PLAY

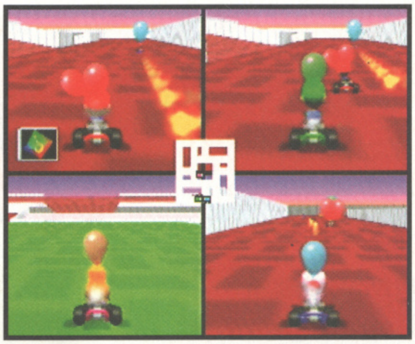
The first thing to strike our gamers was how plain the graphics looked compared to more recent racers. John-Paul is a big fan of *Mario Kart* but agreed with Niaz that it's not much to look at really. Cam disagreed: "The simple graphics and style of the game make it easy to see what's going on."

THEIR VERDICT

Everyone agreed you need a big TV to get the best from *Mario Kart 64*. Niaz preferred the cultish SNES version. A game everyone can enjoy, but not the most fun of the day.
Reader Rating: 3/5



NIAZ: "The crap resolution and split-screen are aggravating"



CAM: "It's easily accessible". Particularly on a mega TV

GOLDENEYE

FORMAT: **N64**
PRICE: **£29.99**
PLAYERS: **1-4**

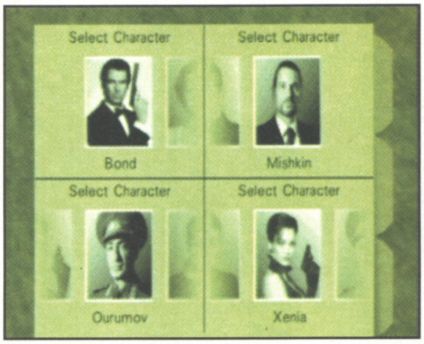
Recently voted CVG Best Game of All Time, the king of first-person shooters is still a great reason to buy an N64. The four-player multiplay is the most fun the console world has to offer.

PARTY PLAY

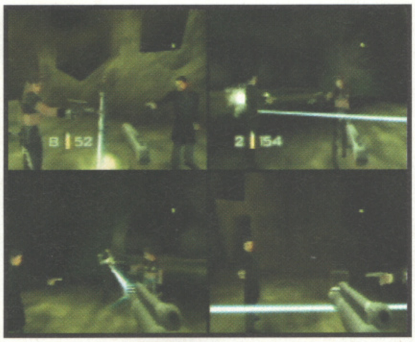
Our gamers sniped each other with shrieks of delight, and there were some comic moments as they were caught by surprise attacks. Everyone agreed that the sheer range of characters and the amount of arenas to play makes this a party favourite.

THEIR VERDICT

After playing for a while, the testers' individual *Goldeneye* tactics soon became apparent, adding even more to the fun. A firm favourite.
Reader Rating: 5/5



PAUL: "Simply awesome!" And Xenia's not bad either



JOHN-PAUL: "Absolutely the best multiplayer game ever..."

MB Twister
MB Twister

SOUL CALIBUR

FORMAT: **N64**
PRICE: **£39.99**
PLAYERS: **1-2**

Seen by many as the greatest fighter ever, *Soul Calibur* is the DC's answer to *Tekken 3*. Awesome graphics and spectacular fighters made this a big Xmas hit.

PARTY PLAY

The graphics made everyone sit up and pay attention which makes the game a real spectator sport. The lovely lady characters also held our players' erm, attention. The eight-character Team Battle mode proved a laugh for winner-stays-on scraps.

THEIR VERDICT

"All these super-hero fighters and none of them can swim," said Dean as he got knocked out the ring and into the drink again. Cameron was impressed but the others all agreed that there weren't enough laughs to be had for it to be a great party game. Good for party bluffers though, according to Cam.
Reader Rating: 4/5

VIRTUA STRIKER 2

FORMAT: DC
PRICE: £39.99
PLAYERS: 1-2

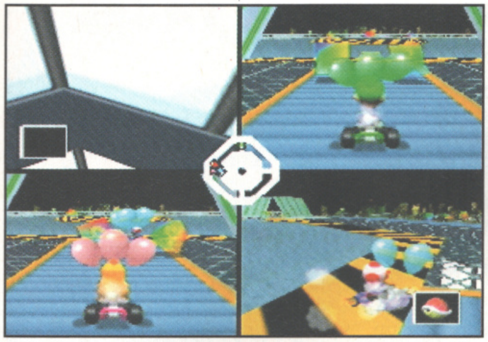
The most awesome football game on Dreamcast and one of the best arcade-style footy games ever. But, could it be fun for everyone, or do you have to be a footie nut to enjoy?

PARTY PLAY

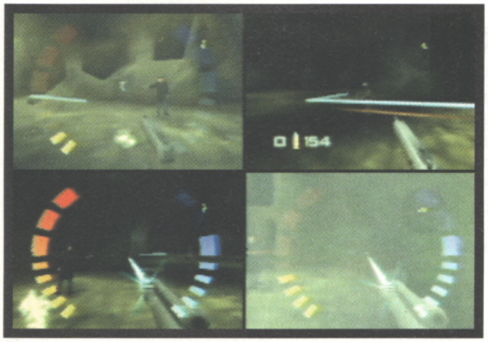
After fiddling and faffing about with options and set-up screens for a few minutes it was time for kick-off. But, before we knew it, it was full-time and the score was nil-nil, which didn't exactly bring the house down. Niaz chipped in that we should pay attention to the goal celebrations as they were "a bit good". The rest of the crew laughed out loud.

THEIR VERDICT

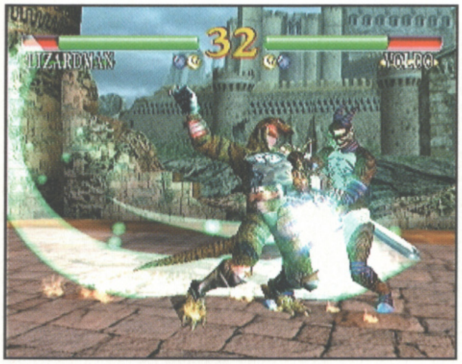
"It's good after long-term play but probably too tough for a beginner," according to Niaz. John-Paul agreed that *Virtual Striker 2* isn't a great party game although good in its own right. Best played with mates after a Sunday match. Probably.
Reader Rating: 3/5



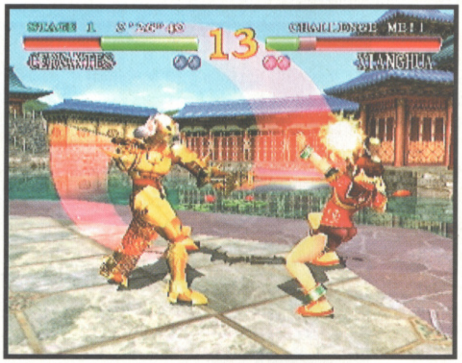
PAUL: "The fuzzy graphics don't matter – it's the gameplay that counts"



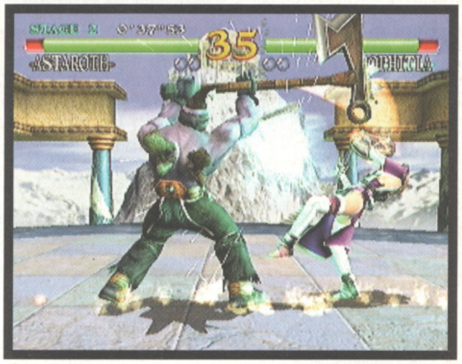
JOHN-PAUL: "… but not the best game ever"


LIZARDMAN
32
VOLDO

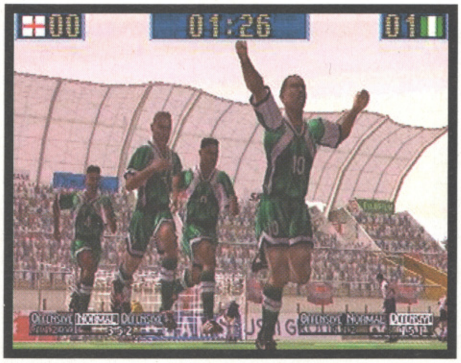
CAM: "You can look like a pro…"


STAGE 1
CHALLENGE ME!!
13
CERVANTES
XIANGHUA

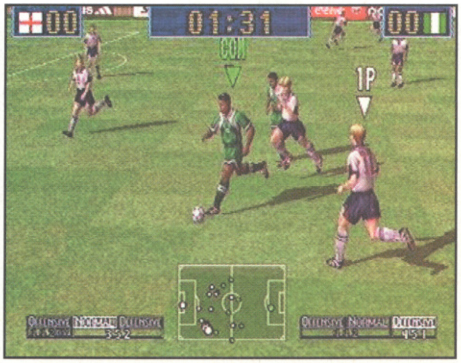
CAM: "…even if you don't know what you're doing"


STAGE 2
35
ASTAROTH
SOPHITIA

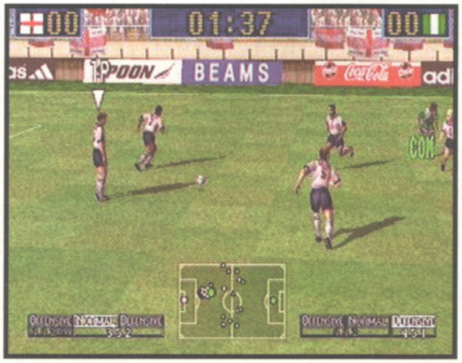
CAM: "I'm buying a Dreamcast now!" You and 650,000 others…



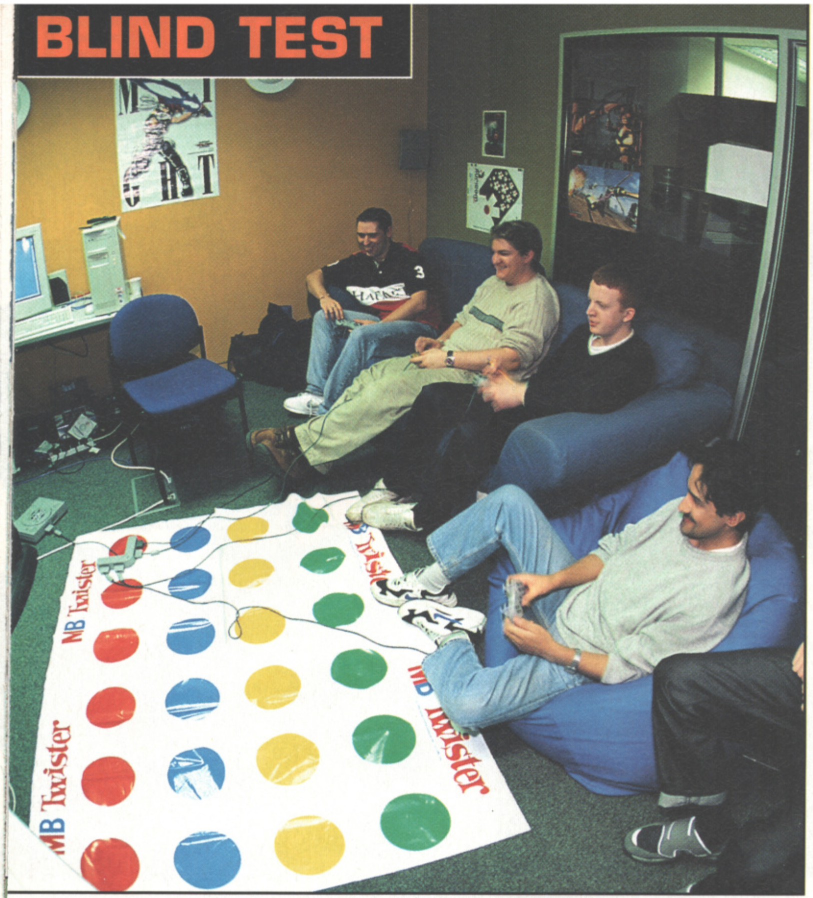
NIAZ: The goal celebrations were "a bit good". Or maybe not


00
01:31
00
COM
1P

NIAZ: The goal celebrations were "a bit good". Or maybe not


00
01:37
00
BEAMS
Coca-Cola
COM

NIAZ: "Good after long-term play but too tough for a beginner"



INTERNATIONAL TRACK AND FIELD 2

FORMAT: **PLAYSTATION**
PRICE: **£39.99**
PLAYERS: **1-4**

The biggest and most fun button-basher of all time returns to take the skin off your knuckles. Fun in single-player but multiplay is where it's at.

PARTY PLAY

The controls are pretty simple for each of the different events on offer and usually require a huge amount of joypad thrashing to succeed.

THEIR VERDICT

Our crew was unanimous – *ITF2* is a superb mother of a party game. There's great competition to be had between four players and a lot of fun for the spectator, too. Tricky events like the hammer throw were hilarious coz of the sociable nature of the game.

Reader Rating: 5/5

SUPER SMASH BROS

FORMAT: **N64**
PRICE: **£39.99**
PLAYERS: **1-4**

An all-star Nintendo line-up face off in a free-for-all fight. See Donkey Kong make banana-paste out of Pikachu and set Mario against Link in a fight to the death.

PARTY PLAY

Super Smash Bros instantly prompted cries of "What's going on?" as the characters bounced and exploded around the screen. The action was fast and frantic from the start but our players complained that the screen was too busy.

THEIR VERDICT

The players were ultimately left bewildered by *Smash Bros.* They liked the idea of smacking Nintendo favourites about but as Niaz said, "It's not sure what it wants to be and there are better party fighters out there."

Reader Rating: 2/5

BEATMANIA

FORMAT: **PLAYSTATION**
PRICE: **£39.99**
PLAYERS: **1-2**

Rhythm-action like never before. Scratch and sample along to the backing track to keep your party going.

PARTY PLAY

Choon of choice for our party animals was the recent Moloko hit – Sing It Back – and one of the easier levels doubled as a good tutorial to the world of *BeatMania*, which was handy. John-Paul reckoned: "You have to know the controls inside out before you can even attempt the later levels."

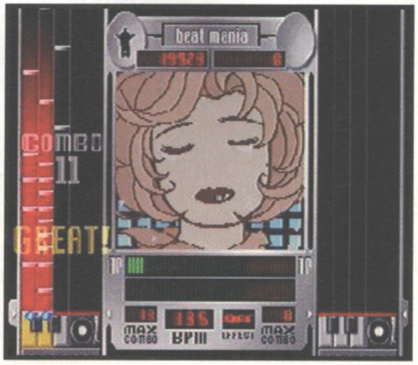
THEIR VERDICT

"I don't think UK gamers are ready for this sort of thing. Maybe in Japan but not here and not in my living room," said Cam. The others agreed and Paul chipped in with, "Yeah, it makes you look like a Muppet while you're playing." So not cool then...

Reader Rating: 2/5

beat mania
MISS
COMBO
137
POOR
GREAT!

PAUL: "It's not much better with the controller than with a pad"



UK gamers "aren't ready for this". We await the sales figures

POINT BLANK 2

FORMAT: **PLAYSTATION**
PRICE: **£39.99**
PLAYERS: **1-2**

Crazy arcade light-gun fun for two players. Complete a set of increasingly difficult shooting challenges against a mate.

PARTY PLAY

After configuring their weapons, our gamers took to their feet for their challenges, only to be disappointed by the play-time on offer. Over too quick for Dean's tastes. The others all agreed that while fun, the individual challenges were all too brief. The right equipment is a must, too.

THEIR VERDICT

The guys enjoyed *Point Blank 2* as a party game but felt there was something lacking for long-term play. "Great fun for quick goes at gatherings," said Cam. One that everyone can play.

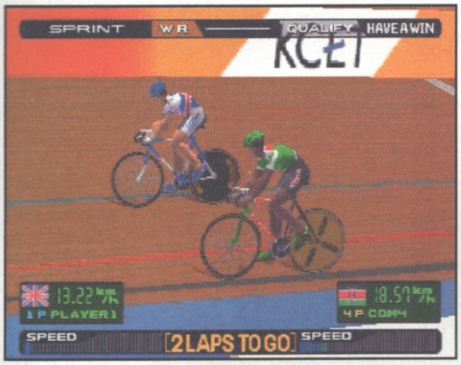
Reader Rating: 4/5

Store
HIT!
2
Press Start!
BEGINNER 4

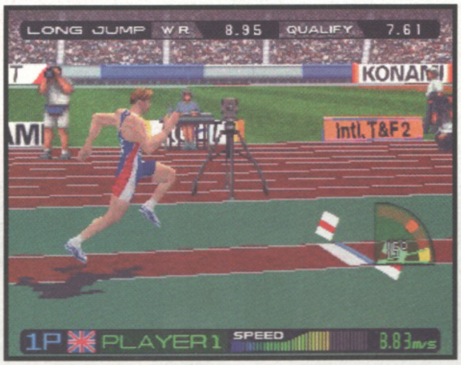
PAUL: "You need the guns to get the most out of this"

HIT!
2
Play Against a Friend!

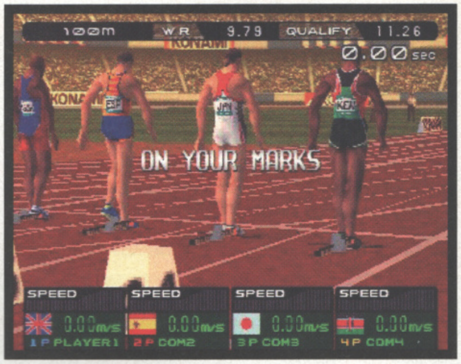
CAM: "Just the same old same old"


SPRINT
W.R.
QUALIFY HAVE A WIN
KCET
13.22 km/h
1P PLAYER1
18.57 km/h
4P COM4
SPEED
2 LAPS TO GO
SPEED

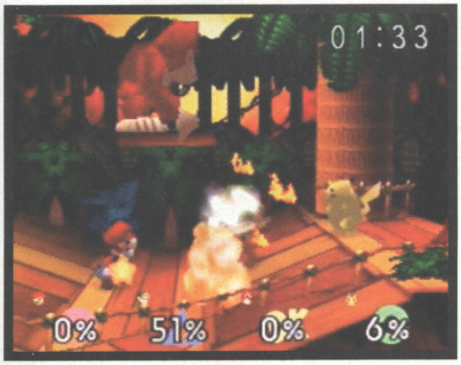
CAM: "It's great because you're driven to beat each other's scores"


LONG JUMP W.R. 8.95 QUALIFY 7.61
KONAMI
Intl. T&F 2
1P PLAYER1
SPEED
8.83 m/s

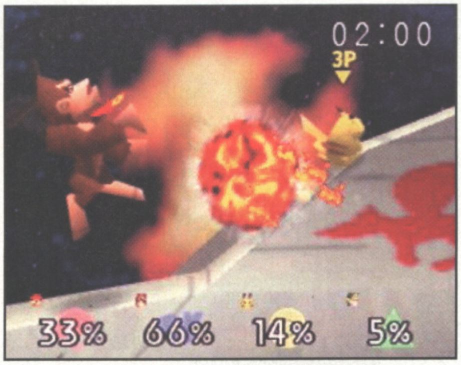
JOHN-PAUL: "This is bloody evil"


100m W.R. 9.79 QUALIFY 11.26
0.00 sec
ON YOUR MARKS
SPEED
SPEED
SPEED
SPEED
0.00 m/s
1P PLAYER1
0.00 m/s
2P COM2
0.00 m/s
3P COM3
0.00 m/s
4P COM4

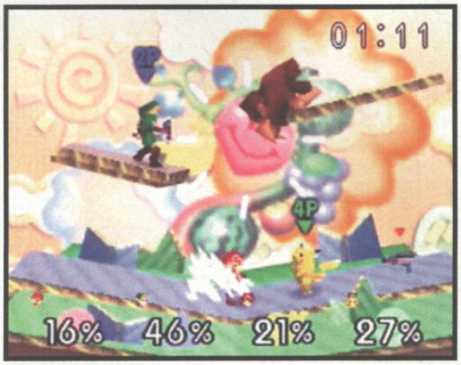
This one should please the party girls. Get set...



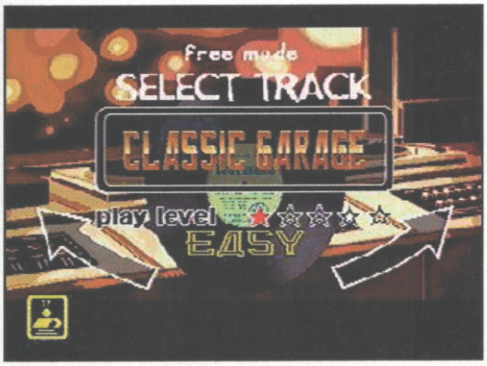
NIAZ: "It's confusing and annoying – there's too much going on"


02:00
3P
33%
66%
14%
5%

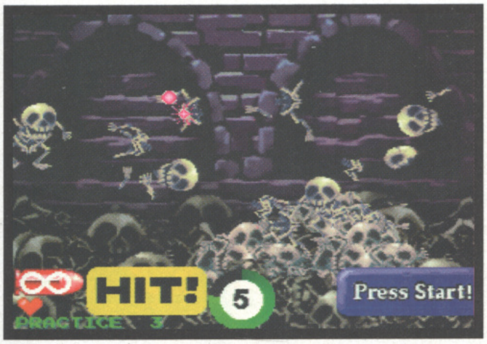
CAM: "There's too much Pikachu"


01:11
4P
16%
46%
21%
27%

JOHN-PAUL: "It's not tactical and it's not cool"


free mode
SELECT TRACK
CLASSIC GARAGE
play level
EASY

PAUL: "It makes you look like a Muppet while you're playing"


HIT!
5
Press Start!
PRACTICE 3

DEAN: "Jeez, that was quick!"

The cries of "Right foot red!" were ignored as the testing began

FINAL STANDINGS

Our contenders voted for their top three. Here are the results. First: *International Track And Field 2* (PS) Second: *Goldeneye* (N64) and Third: *Soul Calibur* (DC).

TONGUES OUT FOR THE LAST DANCE

It was hardly surprising that *Goldeneye* was rated so highly as a party game, but when it came to the crunch, our party people actually preferred *International Track & Field 2*. What swung it for our guys was the way everyone can get involved in the competition – even spectators. The fact that it's a good crack just watching people play the game was another winning factor – catching your friends' faces turn seven shades of red as they viciously thrash away at the controls is quality fun. In second place came *Goldeneye*, proving that a virtual lycra-clad, bulging lunchbox has more party pulling power than James Bond. *Soul Calibur* came in a close third.

THIS MONTH: Monkey magic!

You're very near the end of the biggest game you've ever played. You've nearly got all the Golden Bananas and all of the Kongs' powers are now yours. Time to tie up the final loose ends and kick King K.Rool's hairy crocodile butt.

Get it all here, including the secret 201st Golden Banana…

DONKEY KONG 64: PART TWO

WORDS & SCREENSHOTS: ALEX C

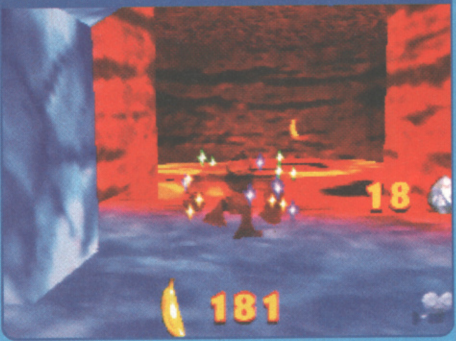
You've nearly done it! Most of the Golden Bananas have been bagged and the DK clan are well on their way to meeting the final boss, King K.Rool, the cackling crocodile. Read on to find out how to get all the remaining Bananas and bash the baddie back to the swamp.

AND THE FUN GOES ON…

DK ISLES

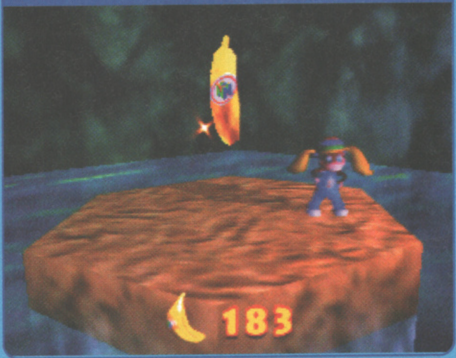
As you open new levels, new Golden Bananas are there for the grabbing and they're all, of course, much harder to get than before.

DONKEY KONG



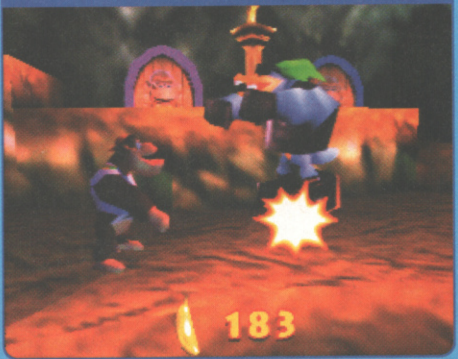
Crystal Caves lobby. Use Strong Kong Barrel to get Banana over lava. Kasplat in Hideout Helm lobby. Diddy Kong: Crystal Caves lobby. Jump into Jetbarrel. Fly up to a ledge. Play Guitar on pad for Banana. Challenge Barrel at top of Donkey Kong's island. Use Jetbarrel

TINY KONG



Angry Aztec lobby. As Diddy, Chimpy Charge gongs for Barrel. As Tiny, Ponytail Twirl to it. Gloomy Galleon lobby. Simian Slam blue switch as Chunky to open underwater hole. As Tiny, go into Mini Monkey Barrel and swim through hole. Behind the Queen Banana Fairy's island is a Feather switch. Shoot it for Golden Banana

CHUNKY KONG

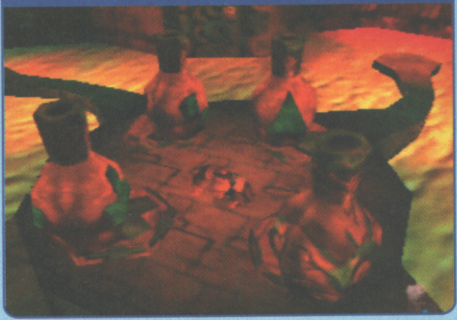


Turn Monkeygone on pad in Hideout Helm entrance hall to see vines. Swing across to Challenge Barrel on the left. Kasplat in Gloomy Galleon entrance hall with Blueprint. You can tell whose Blueprint it is holding by the colour of its hair

ANGRY AZTEC

Last short visit to this world of angry sandstorms and ancient Egyptian architecture.

CHUNKY KONG

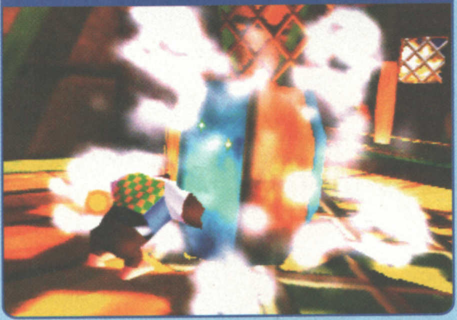


In passage leading from entrance to first area, shoot Pineapple Into Temple with five doors by shooting Pineapple switch. Follow path through to end for Kremling Kosh Challenge Barrel

GLOOMY GALLEON

Hold your breath just a few more times to get the final Bananas in this wetworld level.

DIDDY KONG

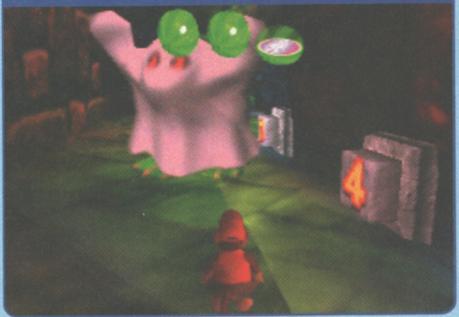


At right of the lighthouse area is a Kasplat with Diddy's Blueprint. Lanky Kong: Change to Enguarde then ram the treasure chest near Mermaids home. Chunky Kong: Lighthouse area. Play Triangle on pad

CREEPY CASTLE

Diddy's got just one more Golden Banana in here, but he's got to battle some Kremling ghouls to get it.

DIDDY KONG

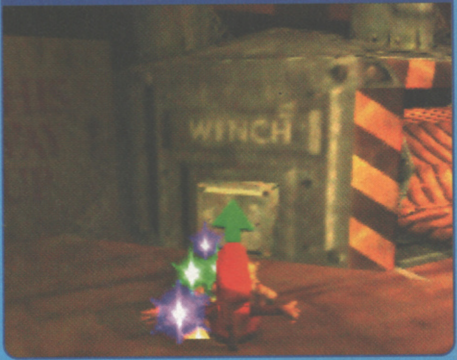


Find door on lowest part of level. Get to it by jumping down ledge on left when you see tree with Lanky coins. Past here and into door. Hit Peanut switch next to skull on first left and go in. Another Peanut switch, then into room. Chimpy Charge numbers and kill enemies

FUNGI FOREST

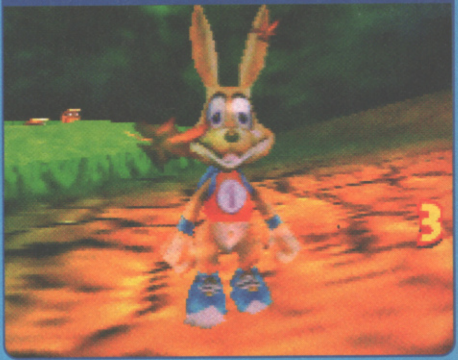
One of the best parts of this game is that you can visit any level more than once. So, come again with new powers.

DONKEY KONG



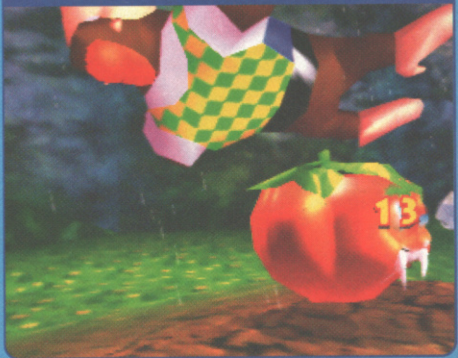
Slam switch behind rose house in water mill area. Go in. Simian Slam the box on the first-right, slam the switch. Across vines to Challenge Barrel. Diddy Kong: Night. To top of water mill, stomp switch, into door. Shoot 'On' switch, charge green arrow. Play Guitar on pad near roses

LANKY KONG



To top of giant mushroom. Stomp switch and into door below. Into room with coloured mushrooms. Simian Slam yellow first, then red, purple, green and blue mushrooms for Challenge Barrel. In autumn tree area, daytime. Find rabbit and race him. Use Orangstand Sprint

CHUNKY KONG

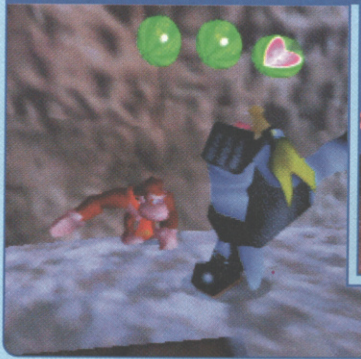


Into passage to left of main entrance and into apple area. Jump into Chunky barrel and Simian Slam tomatoes. Carry apple out and to the left. Use cannons to get to outside-top of giant mushroom. Stomp Chunky switch, into door. Shoot tiles to get Chunky face

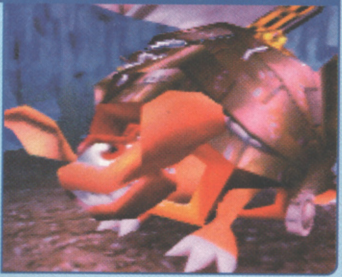
CRYSTAL CAVES Last level before big boss

The last level before battling the big baddie is a cold, gleaming world of ice – laid out before you in its entirety. Watch out for falling stalagtites and slippery floors in the caves.

DONKEY KONG

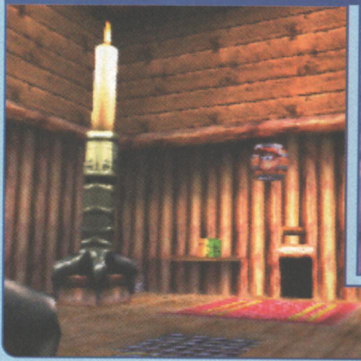


Near the ice castle is a Kasplat holding Donkey Kong's Blueprint. Above Candy is a shack with Bongos pad; go in. Match the same squares by stomping tiles and turning the room. Do a couple of practice rounds before actually attempting it. Near Cranky is a Barrel Blast pad – press 'Z' and get to the end for a Banana

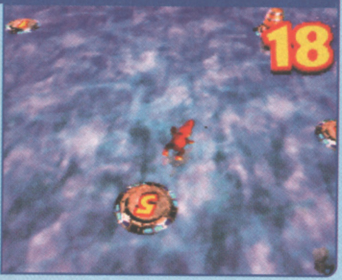


After Diddy has flown through the star above the igloo, play Bongos outside it and enter. Make it to the centre of the rotating room for Banana. Boss. Angry Armydillo again, not much harder. Dodge fireballs then chuck TNT Barrel when it chuckles

DIDDY KONG

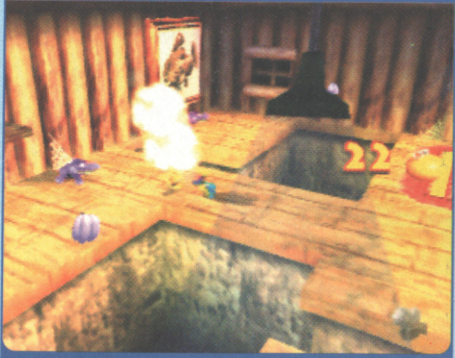


Use Bananaport pad '4' on top of the pillar near the igloo to get to the Tiny secret area. Kasplat here. Into shack near Candy with five instrument switches. Defeat all enemies then light the candles by flying up to them with your trusty Jetbarrel

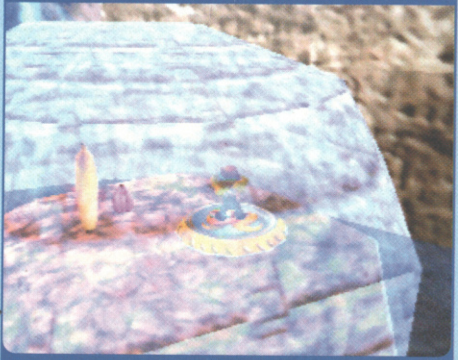


Fly through star on top of igloo to make Music pads appear. Into igloo. Throw Barrels off number pads, one to six. Use Jetbarrel near ice castle to get to Challenge Barrel. Play Guitar on pad outside five-door building near Candy, go in. Defeat enemies in time – hard

TINY KONG

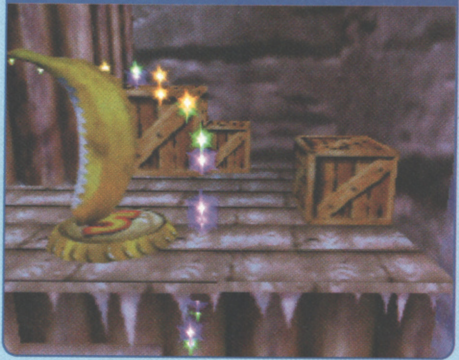


Shack above Candy with five instrument switches. Play the Saxophone Slam on the pad and go in. Bomb the crocs with oranges. Very easy, so enjoy it. Opposite Cranky is a Mini Monkey Barrel. Into small entrance and follow it through. Play Saxophone on pad outside the igloo and in

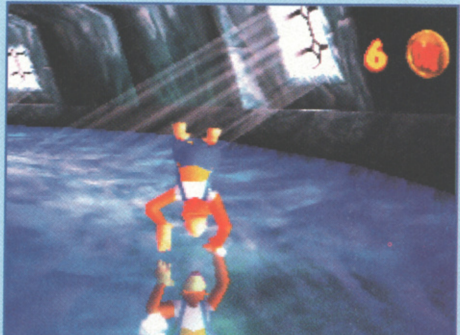


Stomp on the circle four times before the time runs out. Start jumping just before the red square is underneath you. Into small entrance opposite Funky. Stand on the Monkeyport pad to get in the small glass building next to igloo. Grab Banana. On the platform above Candy is Kasplat with the Tiny Blueprint

LANKY KONG

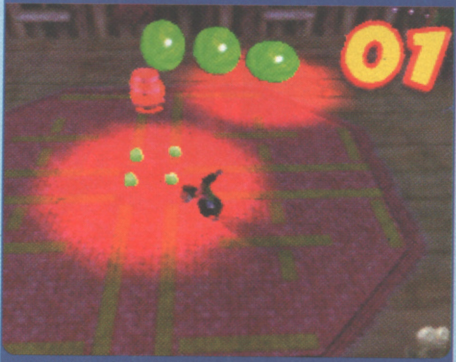


Kasplat on a pillar above Funky. Use Bananaport pad '5'. Into the wooden shack with the Trombone switch above Candy. Simian Slam switch on one side of the room then Orangstand Sprint to Golden Banana. Be quick about it, you only have three seconds. Play the Trombone on the igloo Music pad and in. Kill all enemies on the ground floor, then float up to a Challenge Barrel

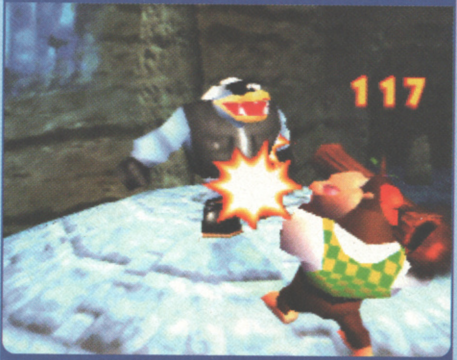


Stomp Lanky switch outside ice castle and go into new door that opens. Meet strangely cute but ugly character. Slam more tiles than your competitor does to win a prize. Use the switches on the side of the ice castle to float to the top and in. Win the race – it's easier than the last time you met this beetle

CHUNKY KONG



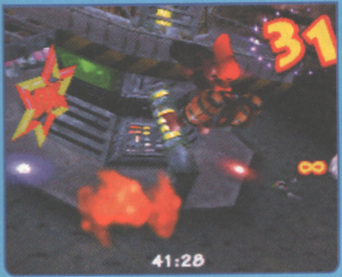
Play Triangle on Chunky pad outside shack near Candy and into door. Stomp red circles inside without any lights shining on you. Use invisible pad, into Challenge Barrel. On entering level, ahead of you is an iced-over wall. Primate Punch it, then enter. Use Monkeygone pad inside. A Golden Banana becomes visible



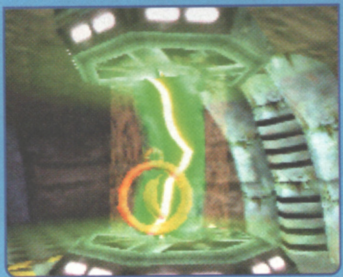
Play Triangle on music pad outside igloo and go in. Protect the bunny from enemies. Find large boulder on a walkway near the ice castle and lift it. Carry it up a nearby plank and place it on switch there. Now ice around a protected Banana near the igloo explodes. Kasplat on top of the igloo with Blueprint

LAST TRIAL Nearly time to battle K.Rool

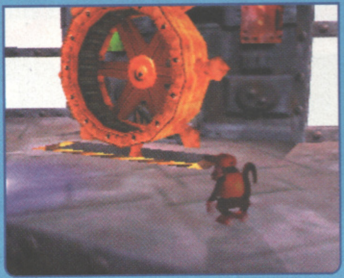
This last passage to the final boss is against the clock, with the amount of time given depending on how many Blueprints you have got up till now.



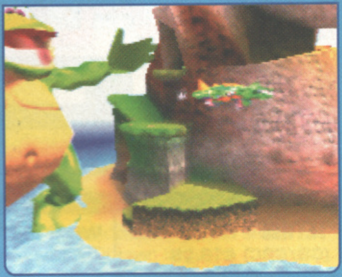
Up slopes as Lanky using Orangestand. Then be Chunky and shoot the Pineapple switch. Door opens, in and on. Turn to Tiny, use Mini Monkey barrel and go through the pipe sticking out from the floor. In the main control room, as DK, pull lever to make stars appear. As Diddy, Jetbarrel through all these stars before the time runs out to open doors



As Chunky, Primate Punch grates in doorways. One has a Bongos pad in front. As Donkey Kong, play Bongos to get through. Into barrels inside for challenges. New pad appears when you win. As Chunky, play Triangle on pad to get through. Do two challenges to release music pad. As Tiny, play Saxophone on pad to get through glass barrier



Win challenges to release Lanky pad. As Lanky, play Trombone on music pad and in. Win two challenges to release Diddy pad. Jetbarrel up to Diddy's music pad and in. Win challenges to open King K.Rool door, go through and on to next room. Through a door that needs four Battle Crowns. Then one with a picture of two coins on it. This is the last door of Hideout Helm

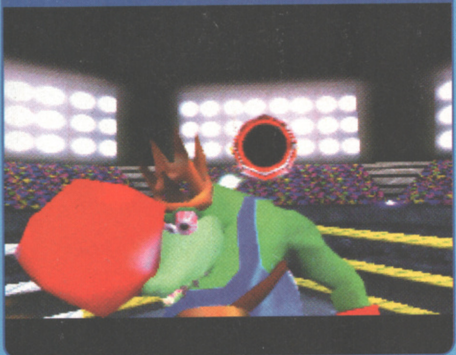


You need the Nintendo and Rareware coins to enter, go into door and grab the final key to Lumsy's cage. If you've taken pictures of all the Fairies you'll be asked to go back and see the Queen Fairy. She'll give you 201st Banana. Now visit K.Lumsy and put the last key in his cage. Watch cut scene. Into crashed spaceship that's opposite the waterfall on DK Isle

THE FINAL BATTLE The battle is on...

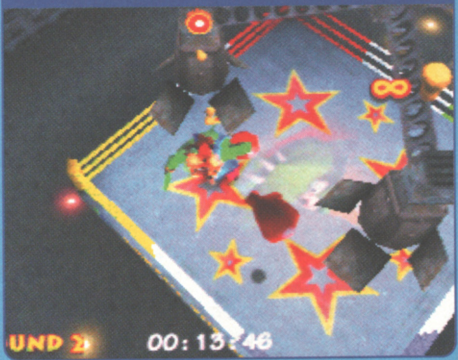
Get ready for the best boss battle you ever took part in. It's here and it's in a boxing ring. Ladieees and gentlemen, it's showtime!

DONKEY KONG



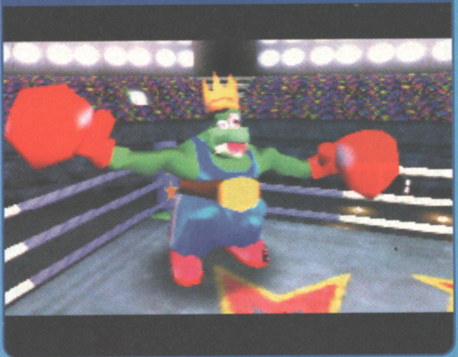
You'll be in a boxing ring and it's Donkey Kong's turn first. Avoid shockwaves by climbing a turnbuckle. After three shockwaves Blast Barrels will be on the edge of the ring. Jump into one. With an in-barrel view of King K.Rool, press 'A' when his hands are in the air. Do this four times

DIDDY KONG



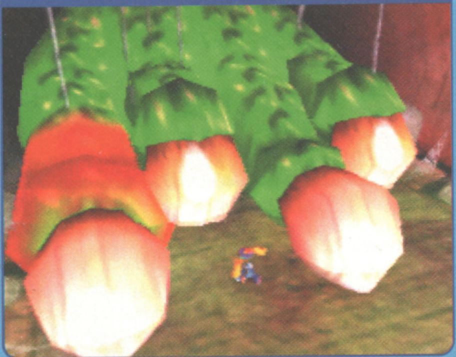
Jump into Jetbarrel and fly up to the lighting system. Quickly shoot targets on lamps so they land on King K.Rool. It's important to use the trigger to hover here. Shoot one target then fly to other side of light. Press trigger to hover then turn around to face next target.

LANKY KONG



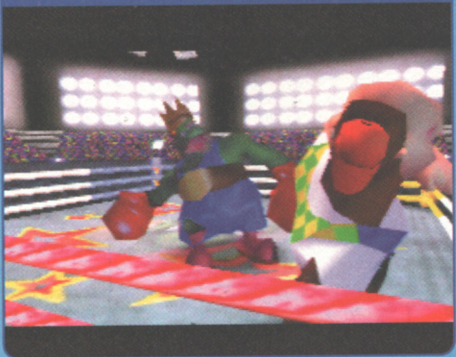
Hit one of the switches on the side of the ring. Grab Barrel that appears. Throw it so a banana skin is in the ring. Stand on a Music pad and when King K.Rool is in line with you and the Banana skin, play Trombone Tremor to make him charge you and slip on the skin

TINY KONG



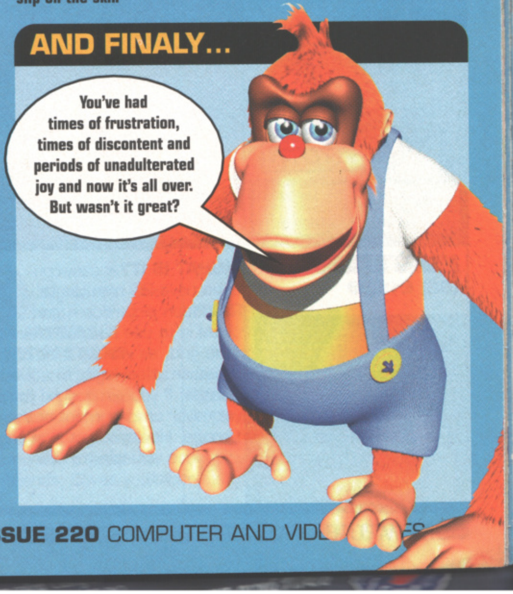
When it's Tiny Kong's turn in the ring, avoid Rool's shockwaves until a Mini Monkey Barrel appears. Jump in it. Run to hole in Rool's shoe. You'll end up inside his boot. Dodge his toes and when one turns up, hit it with the Feather Bow ('B') to tickle him

CHUNKY KONG



Simian Slam switch in middle of ring to make Monkeygone pads appear in each of the four corners. Press 'Z' on one of them to turn invisible. Jump into Hunky Chunky Barrel. You'll appear in corner of ring. Hit Rool with Primate Punch when he's close to you. Sorted!!!

AND FINALY...

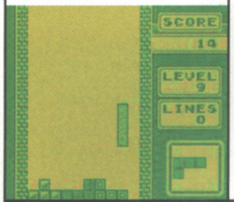

You've had times of frustration, times of discontent and periods of unadulterated joy and now it's all over. But wasn't it great?

THE BEST EVER...

GAME BOY GAMES

Nintendo GAME BOY
SELECT
START
B
A

TETRIS
(GB/GBC) £19.99



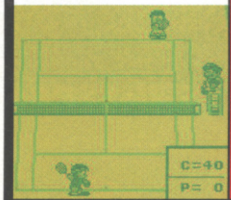
WHAT IS IT?
The idea behind this game is so simple, even your grandma could play it. Arrange falling blocks to complete lines and score points. Dozens of versions of *Tetris* have appeared over the years but the ten-year-old Game Boy version is still the best.

WHY SO SPECIAL?
Tetris is seen as the best puzzle game around. It's mind-bogglingly addictive and the best thing is, you can pick it up and have a quick blast or go for an all-out session aiming to beat your personal best.

PORTABLE PERFECTION?
Tetris truly is the ultimate portable game. Play it on the bus, in the bath, and, if you can get away with it, under your desk at school. Just make sure you play it. Everyone should own this piece of gaming history.

OVERALL
Tetris is a game that anyone can play and, thanks to the Game Boy, can be played anywhere. There's no excuse to have never played this essential title.

TENNIS
(GB) £19.99



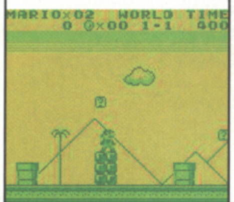
WHAT IS IT?
Another early Game Boy game that still feels as fresh today as it did on its release. Has a cool Tournament mode and you can link up with a friend to play an ace two-player game.

WHY SO SPECIAL?
Don't let the simplistic graphics and limited sound deter you. Nor should you let the easy-to-get-into action make you think this won't last. Game Boy *Tennis* has more depth than a Pacific trench. You'll play for hours, learning the special shots and then putting them into practice. All this and Mario's your umpire. What more could you want?

PORTABLE PERFECTION?
Fun to play anywhere, but best with a friend and a link cable. Relive your favourite Wimbledon moments and thrash your mates – game, set and match.

OVERALL
The original and still the best tennis experience on the Game Boy. Worth a scream of "You CANNOT be serious!", wherever you are.

SUPER MARIO LAND
(GB) £19.99



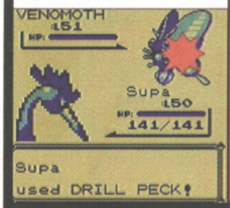
WHAT IS IT?
Every new console needs some killer launch games. Among the Game Boy's was *Super Mario Land*. There are a vast number of Game Boy platform games available, but the ageing *Super Mario Land* still ranks as one of the machine's very best.

WHY SO SPECIAL?
The successful *Mario* ingredients are all here and some new treats have been added, like battling the Sphinxes at the end of each dungeon. The graphics and sound still impress and the classic *Mario* gameplay will keep you smiling.

PORTABLE PERFECTION?
Best suited to longer journeys and playing at home, due to no save game feature. *Super Mario Land* will still keep you happy for a quick play with multiple routes through the levels and hundreds of secrets to find.

OVERALL
Platform fans and Mario maniacs will be in heaven with this. One of the best *Mario* games ever made AND you can play it on the toilet. Superb.

POKEMON RED/BLUE
(GB) £24.99



Supa
used DRILL PECK!

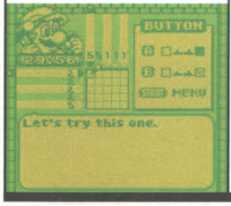
WHAT IS IT?
In your quest to become leader of the Pokémon League you must capture the strange creatures who roam your world. You'll be up against some of the best Pokémon trainers, who are all out to catch the rarest creatures.

WHY SO SPECIAL?
Pokémon offers a unique blend of adventuring, trading and battling. There are 151 Pokémon to find and some are exclusive to the two different versions. You'll be bowled over by the involving and humorous gameplay.

PORTABLE PERFECTION?
Trading the little beasties with your mates (via a link cable) is superb fun and by the time your Pokémon start to evolve and learn new tricks you'll be utterly hooked. The Adventure mode will keep you occupied for ages and you'll want to play it everywhere.

OVERALL
Pokémon isn't just a game, it's an experience. Keep it in your bag wherever you go.

MARIO'S PICROSS
(GB) £19.99



Let's try this one.

WHAT IS IT?
You have 30 minutes to uncover a hidden picture in a grid. The idea is to use number clues on the grid, as well as a bit of mathematical logic, to solve the puzzle. If you get it right you uncover one segment of the image. However, get it wrong and you lose valuable minutes. It's fiendish.

WHY SO SPECIAL?
The most striking thing about *Picross* is that it's so completely different from any other puzzlers you'll find on Game Boy – which may put some people off it at first. After the first few tutorial sessions though, you'll be tackling the tougher levels in no time. And, luckily, you can save your progress as play through the game.

PORTABLE PERFECTION?
For a quick blast, the early levels are perfect for trying to beat your own best times. You will find the later levels will test your mental powers and your ability to beat the puzzle in 30 minutes, which makes it absolutely ideal for longer sessions.

OVERALL
Mario's Picross wasn't a huge hit when it was first released but it deserves another look. It has an expertly crafted learning curve to get you hooked and there are well over 100 puzzles to solve. Go and find yourself a copy and you'll be quite pleasantly surprised.

THE BEST EVER...

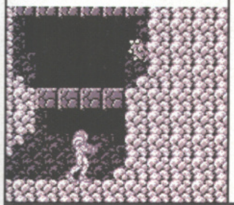
If you're new to the world of Nintendo's Game Boy it may surprise you that there are hundreds of games available. Such a vast collection of titles can be a minefield – for every brilliant *Zelda* there are a dozen *Black Bass Lure Fishings*. There are some real gems out there, though, and we're here to help. We've played and hand-picked the very best of the best; games so special you'll weep tears of joy...

GET YOUR HANDS ON THIS...

We've given all the games featured here an overall score, but we've also paid special attention to their portability factor – the very reason behind Game Boy's creation!

▮▮▮▮▮ Essential; pure pleasure in the palm of your hand
▮▮▮▮ The best way to pass the time on the bus
▮▮▮ Fun but you can play a better game on a TV
▮▮ You'll be ashamed to play this in public
▮ Less fun than conkers

METROID 2
(GB) £19.99



WHAT IS IT?
Before Lara there was Samus Aran: ultra-hard, futuristic lady space-hunter. Samus stars in the *Metroid* series of games which spans the history of Nintendo machines. *Metroid 2* leaves you stranded on a remote planet with the task of eradicating all the Metroid creatures that have taken over.

WHY SO SPECIAL?
Many gamers won't remember the original *Metroid* on the NES, but those who do will know it was one of the best games available for the machine. The Game Boy sequel picks up where the original left off – which means lots more objects to collect, more secrets to uncover, puzzles galore and lots of Metroid-trumping action.

PORTABLE PERFECTION?
Metroid 2 isn't an easy game – later sections will have you stumped. But it's worth carrying it around with you as the solution to a puzzle can suddenly come to you in a flash of inspiration and you'll have to play it there and then to see if it works.

OVERALL
Metroid 2 is a great game – it's just a shame that the series has all but been forgotten. Let's all hope that the recent appearance of Samus in the N64's *Smash Brothers* leads others to discover the joys of the *Metroid* games.

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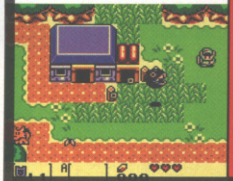
LEGEND OF ZELDA: LINK'S AWAKENING
(GB/GBC) £24.99



WHAT IS IT?
Everything you ever wanted from a *Zelda* game can be found in this Game Boy classic. Guide Link around a hugely detailed island, solving puzzles and smacking up baddies along the way.

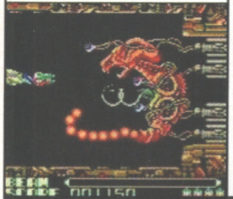
WHY SO SPECIAL?
What will astound you about Game Boy *Zelda* is the amount of detail in the levels and the characters you meet. The *Zelda* magic is here in all its glory, despite being scaled down for a less powerful machine.

PORTABLE PERFECTION?
The best thing about *Link's Awakening* is that you can adventure anywhere. You can enjoy a prolonged session at home and then continue while you're out and about, so you can always get a regular fix of this superb game.

OVERALL
A stunning game that'll keep you playing and playing. Then, when you've finished, you'll play it all over again. Along with *Tetris* and *Mario*, this is an absolute must-have title if you own a Game Boy.

▮▮▮▮▮

R-TYPE DX
(GBC only) £24.99



WHAT IS IT?
The classic arcade shoot 'em-up that re-wrote the rules comes to the Game Boy Color. Featuring the original game, its super-tough sequel and a special DX version, this will keep blast fans happy.

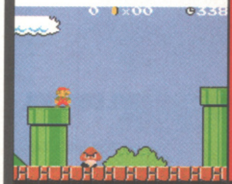
WHY SO SPECIAL?
R-Type games have a reputation for being about pure skill. Getting through the levels requires lightning fast reflexes and a keen eye; one stray bullet and you're history. This challenge is recreated perfectly in *R-Type DX*, making it a highly rewarding experience.

PORTABLE PERFECTION?
This is a pick-up-and-play gaming experience like never before. Be warned though, one 'quick go' can turn into a marathon session as you try to beat a particular level or boss. It's seriously addictive stuff.

OVERALL
Older players will revel in the nostalgia of two of history's best shooters on one cartridge. Newcomers'll wonder why they've never played these games before.

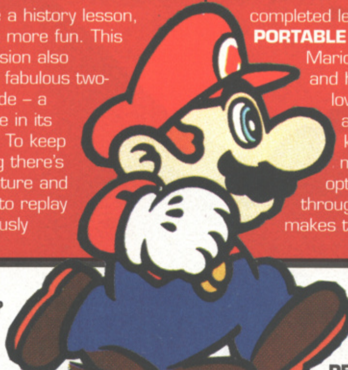
▮▮▮▮

SUPER MARIO BROTHERS DELUXE
(GBC only) £24.99



WHAT IS IT?
Everyone's favourite plumber returns to his glory days with this special edition. The original NES hit is here, along with the mega-challenging *Lost Levels* Japanese sequel. It's mushroom-gobbling, fireball-firing, Peach-rescuing fun.

WHY SO SPECIAL?
Mario is the platform game king and playing the game that started it all is like a history lesson, only much more fun. This deluxe version also includes a fabulous two-player mode – a good game in its own right. To keep you playing there's a save feature and an option to replay any previously completed levels.

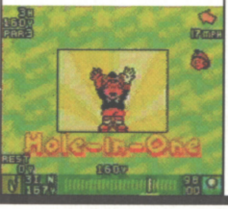


PORTABLE PERFECTION?
Mario is a real icon and his games are loved by all. The two adventures will keep you busy for months, while the option to play through levels again makes this great for quick playing.

OVERALL
Like *Super Mario All-Stars* on the SNES, *Super Mario Brothers Deluxe* highlights the universal appeal of the original *Mario* games and gives the player an unforgettable gaming experience.

▮▮▮▮▮

MARIO GOLF
(GBC only) £24.99



WHAT IS IT?
Golf is made fun by Mario and chums in this super new release. In addition to the golfing gameplay, there are also RPG-style elements to keep you engrossed in the action. Begin as a budding young hopeful and gain skills by winning tournaments and challenging the people you meet in the clubhouse.

WHY SO SPECIAL?
Golfing games can be a strange bunch but this is up there with the best. The golf action is superb, letting you adjust your swing almost any way you like. Building up your golfing prowess is hugely enjoyable and involving.

PORTABLE PERFECTION?
This is one of the best new releases for your GBC and is wildly addictive. The two-player link-up mode is especially good fun, making this a good title to share with friends. Saves your game so you can continue playing at your leisure.

OVERALL
Mario Golf is a big game. The RPG elements complement an already great golf game. Extra features, like the best shot replays, will blow you away. This is pure Nintendo quality.

▮▮▮▮▮

YOUR WRECKED OLD MOUSE

■ **Price: Free when you bought your system**

Your lovely old mouse. Sure it's clogged up with all kinds of skin flakes and filth, but you've come to love it. You know that nasty habit it has of sticking from time to time? Well that stickage will get you killed in a first-person shooter. *Quake 3* and the like are cracking games, but you won't get any joy from them if you're getting killed due to shoddy equipment. If you're serious about playing these games, upgrade now.

■ **GOOD FOR: Swinging around your head for a laugh**

■ **SCORE:** ★

WORDS: DEAN SCOTT **PICTURES:** KENNY P

Looking to win at *Quake* or *Half-Life*? Give yourself a technological edge...

CONTROL FREAKS

First-person shooters on PC are fast becoming the theatres of choice to settle any gaming skill arguments between friends. There's not a multiplayer experience in gaming to rival the thrill of going to war with all your mates in *Quake 3* or *Unreal Tournament*, and naturally you'll want to give yourself the best chance to win. Precision is key, and your battered old mouse probably isn't up to the job. We've checked out six recently released weapons to see which will give you that winning edge.

MICROSOFT SIDEWINDER DUAL STRIKE

■ **Price: £49.99**

This tasty pad has been specifically designed for first-person shooters. Your left hand cradles the end with the D-pad, while your right can twist the other end around to look – as you would with a mouse. Use it during a game and it proves strangely intuitive, even to a seasoned mouse user. It really evens up the odds for players who aren't too clever with the mouse/keys combo, and only a slightly fussy D-Pad lets the side down. The buttons are located well, and give a nice response. We're into it.

■ **GOOD FOR: People who have never heard of mice**

■ **SCORE:** ★★★★

Microsoft Explorer Intellimouse

■ **Price: £49.99**

If you think a futuristic mouse could be the answer to your *Quake* blues, look no further than this bad boy. It's guided by red LEDs rather than a ball, meaning it doesn't need a mouse mat and it'll never clog up. It has four buttons and a mouse-wheel. In combat, it shapes up pretty well: the mouse movement is fast and precise, and the wheel makes weapon-switching a joy. The two extra buttons don't work that well, being located on the side of the unit. Its size means that people with big hands will be most comfortable with it, and it's the sexiest looking mouse you can buy.

■ **GOOD FOR: Showing off at the Mouse Owners Club**

■ **SCORE:** ★ ★ ★

GRAVIS XTERMINATOR DUAL CONTROL

■ **Price: £49.99**

Some gamers prefer to look and shoot with the mouse, and run and jump with a joystick. The Gravis Xterminator is moulded for the right hand, so if you're a left-handed mouser this product fits the bill. This joystick features dual control, meaning you get a proportional D-pad to manipulate with your left thumb to perform mouse operations as well as lots of handy buttons. It's easily configured, but a lack of precision when looking with the D-pad is likely to see you killed quickly. It's a well-built, responsive stick though, and if you can use it comfortably with a mouse you're unlikely to have any complaints.

■ **GOOD FOR: People with a very precise left hand**

■ **SCORE:** ★★★

KENSINGTON
USB/PS2
Orbit
Trackball for PCs and USB Macs
Quality
Innovative
Design
Easy fingertip control
Hand-hugging comfort design
The Comfort of a Mouse — the Benefits of a Trackball
5-YEAR WARRANTY

KENSINGTON ORBIT TRACKBALL

■ Price: £19.99

A trackball is kind of like an upside-down n
ulate the half-exposed ball (ooh-err missus
stays still, making it ideal for people with l
space. It isn't quite so ideal in the all-actio
first-person shooter, as the ball is difficult
precisely as a mouse, and the buttons are
This unfamiliarity in a shooter can be a pr
split-second reactions often mean the diffe
fe and death.A good device, but not in thi

GOOD FOR: Handicapping an over-skilled

SCORE: ★★

Microsoft
msn
Gaming Zone
www.zone.msn.co.uk

MICROSOFT INTELLIMOUSE

■ Price: £19.99

Microsoft's bog-standard Intellimouse shines on this page. The reason? You're probably already familiar with a mouse, and this ones does all the easy stuff. The movement is swift and precise, and never found wanting under crossfire. The mousewheel is beautifully tactile, helping you switch weapons with confidence, despite flying flak. Downsides? It doesn't look as sexy as its big brother the Explorer Intellimouse (see page 52).

■ GOOD FOR: Proving cheapest doesn't mean crappest

■ SCORE: ★★★★★

KENSINGTON
Orbit

MAD CATZ PANTHER XL

■ Price: £59.99

The Panther XL is the priciest device here, but it does combine a trackball and a joystick in one chunky unit. The joystick is moulded for the right hand, with the left falling naturally on to the ball. Trackballs aren't really the best aiming method for most people, and if you're using it with your 'bad hand' it's double damnation. The stick is sturdy, with some nicely tactile rubber-coated buttons, and it's weighty enough not to shunt around the desktop, even if you really abuse it. Trackball-literate lefties will have an instant advantage, but the rest of us would need to practise for ages to feel totally in control.

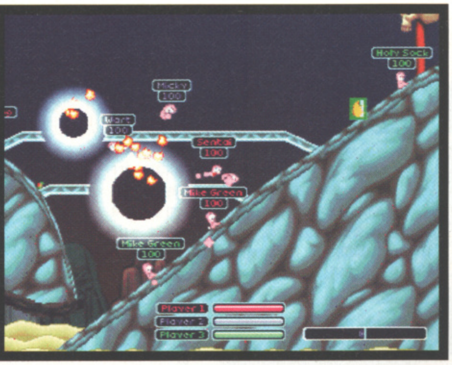
■ GOOD FOR: Fans of the stick/ball

■ SCORE: ★★★

MAD CATZ
Panther XL

WHAT YOU NEED TO KNOW

Is something about the world of video games confusing you? Don't worry, Computer and Video Games will be able to sort you out. Just send all your gaming queries to the address at the end. No sweat.



Worms: Problems with the PlayStation version?

Tomb Raider 4: They'll be no stopping Lara with these cheats

WORMS ARMAGEDDON

I'm having problems with the PlayStation version of this game on the 'Cool as Ice' and 'Do the Locomotion' sections. Can you get me through?

Simon Dilley, Truro

Okay, Simon, here's what you do. For the 'Cool...' section:

Go 1: Use the jetpack. Go over to the right-hand side of the landscape. Don't get the crates that are on the bridge above the enemy worm. Get all the crates on the right-hand side and land just to the right of the tree. Now aim a homing missile at the middle of the bridge and fire almost straight up with maximum power. If you're lucky, the enemy will now slide into the water due to the flames from the exploding crates.

If he doesn't fall in the water, go over to the bridge on your second go and attack him with your other weapons... this is harder, but remember that a draw counts as a victory.

As for '...Locomotion':

Go 1: Walk and jump (using backflip) to the trunk of the tree, and blowtorch under it.

Go 2: Backflip on to the tree, collect the crate (which contains a girder) and use the girder diagonally to build a bridge between the tree and the train.

Go 3: Go across the girder, and blow the mine up by walking near it then jumping away. You should be able to do this without losing your go. Now continue to the right, dropping down on to the back of the train. Use the bungee when you need to and you should be able to get the utility crate – you probably won't have enough time to use it though. Just get ready for the next go by climbing towards the health crate as far as possible. (It's possible to complete the mission on this go, if you're feeling dextrous.)

Go 4: (Assuming you haven't finished yet). Do or die time. Use the jetpack, and you should just have enough time to get the crate on the far right, which will complete the mission.

TOMB RAIDER 4: THE LAST REVELATION

This mega PlayStation game is a smooth dude of a kick-ass title. Guess what? I need cheats! Gimme cheats!

Terry Short, Birmingham

You got cheats! You got cheats!

Level skip: Have Lara face exactly north. Enter the inventory screen and look at the compass. If the red point is not blinking slightly, try positioning her again. Go to Load, hold L1 + L2 + R1 + R2 + Up, then press Triangle right as the compass points directly north. Close the inventory screen to advance to the next level.

All weapons: Have Lara face exactly north. Enter the inventory screen and look at the compass. Go to the small medipak, hold L1 + L2 + R1 + R2 + Up, then press Triangle right as the compass points directly north. Close the inventory screen and reopen it to see all the weapons.

Unlimited items: Have Lara face exactly north. Enter the inventory screen and look at the compass. Go to the large medipak, hold L1 + L2 + R1 + R2 + Down,

computer and video games GUARANTEED WINNERS

A selection of the cheats we've stumbled across this month on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.

PLAYSTATION

■ OVERBLOOD 2

- SUPER JUMP: Hold X, then press square and a direction on the D-pad.
- SURVIVE FALLS: Display the item menu while falling from a high location. Equip a weapon, then remove it. Your character will not accrue any damage.

■ WCW MAYHEM

- ALL WRESTLERS: Enter PLYHDNGYS as a PPV password.
- ALL BACKSTAGE ROOMS: Enter CBCKRMS as a PPV password to unlock all the hidden rooms. To fight in the rooms during a one-on-one match, run to the entrance. You and your opponent should start jogging towards the back. Note: You can choose which room you want to fight in from the match options of the match setup screen.
- WORLD WAR III PPV: Enter yKh#J$=JQLmFs as a PPV password. Note: This code is longer than the top line. Press Right after entering the "Q" to advance to the next line. The WWIII PPV matches include: Kidman vs. Total Package, Scott Hall vs. Chris Benoit, Buff Bagwell vs. Curt Hennig, and Sting vs. Bret Hart.
- HALLOWEEN HAVOC PPV: Enter td^pKRmZ-<yL as a PPV password. Matches include Lash Leroux vs. Disco Inferno for the Cruiserweight title, DDP vs. Ric Flair, Bret Hart vs. "Total Package" Lex Luger, and Sting vs. Hulk Hogan for the World title.
- STARCADE PPV: Enter @KcXKF=W?j^pF as a PPV password. Matches include Sting vs. "Total Package" Lex Luger, Bam Bam Bigelow vs. Norman Smiley, Scott all vs. Chris Benoit, and Bret "Hitman" Hart vs. Goldberg.

NINTENDO 64

■ XENA: TALISMAN OF FATE

- **Play as Despair:** Press Right(2), Left(2), Right, Left, Right at the main menu to unlock

Toy Commander: Getting frustrating? Chill out with these cheats

Rollercoaster Tycoon: Improve your park rating – have a spring clean

Wu Tang: Getting frazzled? Want some more options? Read on…

then press Triangle right as the compass points directly north. Close the inventory screen and reopen it. All weapons should now display unlimited ammo.
Hint: Easy way to face exactly north: This may be done by climbing a block that faces south. Press Roll once to point exactly north.

TOY COMMANDER

I like this Dreamcast game but it can be a bit frustrating at times. Any cheats to ease the pain?
Tai Dennis, London
No worries, Tai. Let's see what we can do for you:
All maps: Press Start to pause gameplay, then hold L and press A, Y, X, B, Y, X. Music will confirm correct code entry.
Heavy weapon: Press Start to pause gameplay, then hold L and press X, A, Y, B, A, X. Music will confirm correct code entry.
99 heavy ammunition: Press Start to pause gameplay, then hold L and press A, B, X, Y, B, A. Music will confirm correct code entry.
Switch machine gun: Press Start to pause gameplay, then hold L and press B, A, Y, X, A, B. Music will confirm correct code entry.
Fix toy: Press Start to pause gameplay, then hold L and press A, X, B, Y, A, Y. Music will confirm correct code entry.
Hint: To restore life meter, enter the bathroom in the parent's bedroom in the convoy mission. Shoot the bathtub tap to turn on the water. Fly through the stream of water to refill your life meter. This may also work in water sources in other levels.
Hint: Battery secondary weapon: Go to the map where you select the room you're to play next. Somewhere along the line you'll be allowed access to the tree outside the level, to race as a snail. Finish in the top three to receive a battery as a secondary weapon. It has unlimited shots and is very strong, but only seems to work on the Boss levels.

ROLLERCOASTER TYCOON – ADDED ATTRACTIONS

I'm enjoying this PC game but my park rating is going down! How can I increase my park value?
Jeremy Mills, Ipswich
The park rating is just a composite of how the guests feel about the park. If it's raining, the park rating may experience a small dip (they can't go on rollercoasters in the rain). Also your park may be dirty, overcrowded or have long queues. Hire a handyman, build a new ride to siphon people away and cut the lines down. Also, hire an entertainer or two to patrol your longer queues. Finally, overhaul your rides – paint them, add to them, advertise about them – whatever it takes to get people excited again. If your value drops for no apparent reason, the most likely cause is litter.
Park Value is an estimation of how valuable your park is. This isn't a simple sum of all your rides, but also includes how popular your park is and how old your rides are. So how do you increase your Park Value? First replace the really old rides with new ones (even if it's the same ride). For example, bulldoze your Merry-Go-Round and build a new one. This isn't too expensive and will also allow you to charge more for that ride (novelty factor). Replace coasters only if you have already replaced all the rides and are still short. Keep on developing the park! Build scenery, shops and new rides. If you want to stay at the same value, you have to keep adding/replacing rides.
An added weird bit for you. Wanna see a coaster that runs, literally, backwards? Build a small Mini Steel rollercoaster and finish by having a steep drop, then another steep incline to go into the rear of the station. (so that it will 'dip' just before hitting the station). Then set the coaster to Reverse Incline Launch Shuttle Mode. Here's what should happen: The train will go backwards, drop down the hill, and come back up. But it won't be able to make it all the way up and will go back down. But now it thinks that it's in the station and will proceed backwards throughout the entire ride at station speed. Very strange.

WU TANG: TASTE THE PAIN

This PlayStation game is winding me up. Do you have any cheats to stop stressing me out?
Paul Contee, Dublin
Relax Paul, no worries. How about this:
For Extra options: Enter Triangle, Circle, X, X, Square, Triangle, Circle, Square as a password to unlock the hidden blood and fatalities options.

AUTOLYCUS
CALLISTO
99 7 26

Despair and give Xena additional attacks. A sound will confirm correct code entry. Alternatively, successfully complete the game under any difficulty setting.
● **Titan mode:** Press Right(2), Left(2), Right, Left, Right, C-Up, C-Down, C-Up, C-Down at the main menu. A sound will confirm correct code entry. This allows three people to be fought in quest mode.

PC CD-ROM

■ **SHADOW COMPANY**
● **Cheat mode:** Press [Enter], then type the following code which will activate the cheat function. This will then select the following campaign:
set_campaign <campaign name>

Campaign names: Use one of the following names in conjunction with the following set_campaign code.

Angola_tutorial
Angola
Romania
Kola
Caribbean
Kola_2
Ecuador
Peru
Angola_2

DREAMCAST

■ **PEN PEN**
● PLAY AS HINAMAZU: Complete all sections in all four levels.
● ALTERNATE COSTUMES: Finish in first place in all the courses and all the course variations – twice. This will then allow you to unlock every costume.
● ALTERNATE INTRODUCTION SEQUENCE: The introduction sequence will change after a new record is set.
● HIDDEN ARTWORK: Place the game disc in a PC compatible CD ROM drive to find two desktop background images named "wallpaper1" and "wallpaper2".

Send all your questions to our new address below. We'll print as many answers as we can, but we can't give personal replies via post.

WHAT YOU NEED TO KNOW,
COMPUTER AND VIDEO GAMES,
ANGEL HOUSE,
338-346 GOSWELL ROAD,
LONDON,
EC1V 7QP

£250
DREAMCAST AND ONE GAME

GET MORE GAMING FOR YOUR MONEY

New consoles aren't the only way to go, retro gaming can be top-value fun. We reveal all

£250
ATARI
SUPER NINTENDO
SEGA
MEGA DRIVE SEGA
16-BIT
MEGA DRIVE II
commodore 64 PERSONAL COMPUTER

EIGHT DIFFERENT GAMES MACHINES PLUS 98 GAMES

WORDS: DEAN SCOTT **PICTURES:** KENNY P

Fifty quid is a lot of dosh and naturally you'll be wanting to get the maximum gaming fun possible for your cash. One N64 game would blow the lot, and a PlayStation or Dreamcast game would take out a big bite. We challenged the CVG team to go out and get even better value for their money, by buying an older system complete with games for under half a ton. Resident games guru Paul Davies judged who'd got the best deal.

AMIGA 1200

BUYER:

Name: Dean Scott
Venue: Car boot sale
Bought: Amiga 1200 with 50-plus games, Atari 2600 with six games
Cost: Haggled down to £50 for the pair

Car boot sales are a surprisingly good source of old gaming hardware. The beauty of it is that you're buying from ordinary people with less specialist knowledge than you, whose only reason for being there is to get shot of stuff they consider to be junk. For this reason it's usually easy to argue them down to a ridiculously low price, before making off with your swag. You have to go pretty regularly to pick up the coolest stuff, and we've seen a Sega Saturn for 20 quid, a Sega Master System for three quid and Super NES games for a quid each. You just can't argue with that, but you're always taking a risk that the stuff will actually work.

PAUL SAYS:

The Amiga was a great machine in its day and many of the games stand the test of time. The Atari is worth having as a slice of gaming history, even if it's not much fun to play anymore.

XENON
ATARI
EXILE
Commodore AMIGA 1200

SEGA SATURN

Exchange
Computer Exchange

BUYER:

Name: Dan Payne
Source: Specialist games shop
Bought: Sega Saturn with one game
Cost: £55

Specialist games shops have their advantages and disadvantages. On the plus side, all the second-hand hardware they sell is tested and guaranteed. You can also phone them before you set off to make sure they've got what you're after, and they'll stock games for the older systems long after the high street shops stop. On the minus side, you'll probably pay more than you would with a private sale. The Saturn is the newest machine featured, and its value has plummeted to bargain levels after it lost the battle with PlayStation. There are still some great games out there on the system though, and the gaming connoisseur will definitely want to check out *NiGHTS*, *Sega Rally*, *Fighters Megamix* and *Panzer Dragoon Saga*.

PAUL SAYS:

Buying this means getting only one game for your money. If you're going to buy games for the system afterwards it's a good deal. If not, don't bother.

SUPER NINTENDO

BUYER:

Name: Les Ellis
Source: Off a mate
Bought: Super Nintendo with ten games
Cost: £50 and a pint of beer

If you can't trust a friend, who can you trust? They've probably got some old gaming hardware gathering dust in the loft and you might as well make them an offer they can't refuse. They're bound to let you try it out first, and you'll know who to come looking for if it blows up after a week. The price is likely to be cheap too, as you call in all the favours owed to you while waving a fistful of tenners under their nose. There are some classic titles out there, so look out for *Super Mario World*, *Super Metroid*, *Street Fighter 2*, *Legend Of Zelda* and *Super Tennis*. And, thanks to his mate's unnaturally good gaming taste, Les bagged the lot (or ripped his mate off, more like).

PAUL SAYS:

The SNES was one of the most awesome games machines ever, and thanks to Nintendo's fantastic games, they're still ace fun to play today. You should own one.

SEGA MEGA CD

BUYER:

Name: Peter Walker
Source: Market stall
Bought: Sega Mega CD and one game, Sega Game Gear with one game.
Cost: £45 for the pair

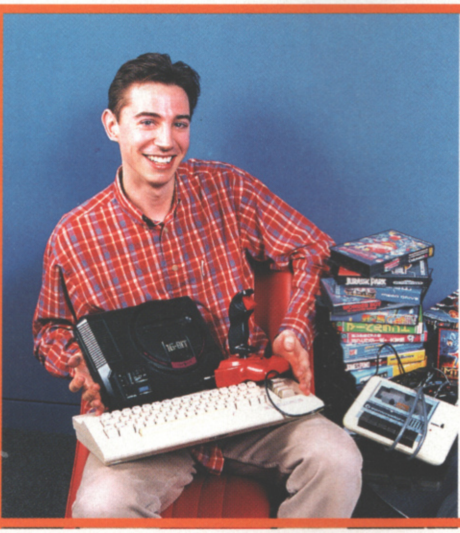
If you've got a market near you, you should definitely be scoping it out for games content. As well as stocking cheap games for old formats, markets can also be a good source for secondhand PlayStation and N64 games, often selling them cheaper than specialist high street stores. Some traders will let you try the stuff out and some do offer a guarantee. A few of them are out to rip you off, so be careful. Pete's Game Gear handheld is a good buy at £20, but it goes through batteries at a fearsome rate. You should try and get some games when you buy it – you'll struggle to track them down afterwards. The Megadrive add-on Mega CD is one of the biggest gaming flops of modern times, and even at £25 Pete should have known better. Muppet.

PAUL SAYS:

The Game Gear is a good purchase, but a Mega CD? Why?

SEGA
MEGA-CD II

COMMODORE 64



BUYER:

Name: Lee Skittrell
Source: Newspaper ad
Bought: Japanese Megadrive with nine games, Commodore 64 with around 20 games
Cost: £55 the lot

A Japanese Megadrive is a hardcore choice at £45, but the advantages over its UK cousin are impossible to ignore if you're looking for a one-off purchase. The games run faster, and you'll probably find one going cheap since Japanese games are very difficult to come by now. Rather than coming in under budget, Lee indulged himself with the machine of his youth – the Commodore 64. It was very big in the 1980s, but the games are only good for nostalgia. Don't get it confused with the Nintendo 64 - the Commodore is about 100 times less powerful and takes an age to load its games from tapes.

PAUL SAYS:

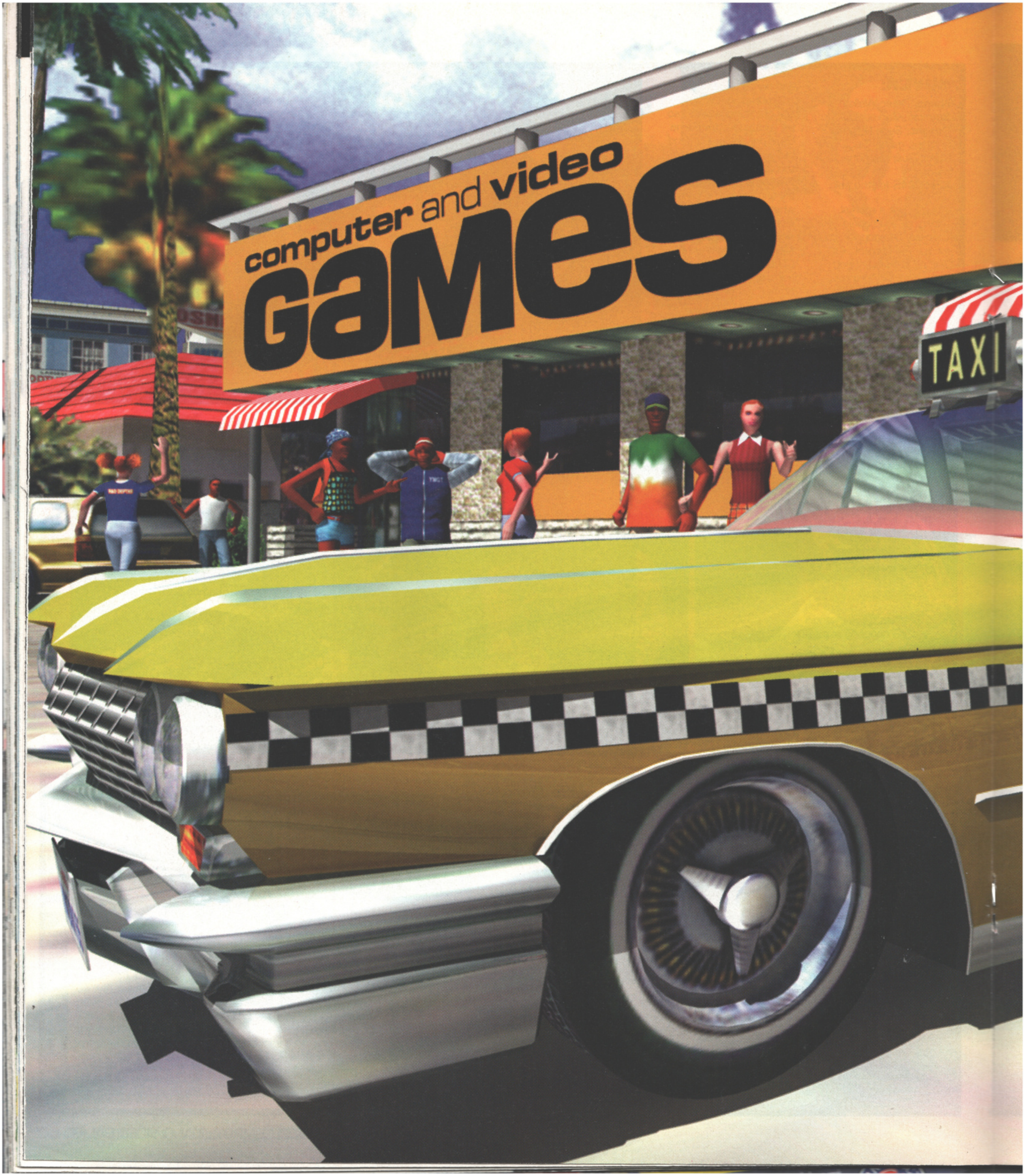
The Japanese Megadrive is a real find, and a good choice for the hardcore gamer. The Commodore 64 is forgivable, because we were all really into them when we were younger. The C64 used to rock big time.

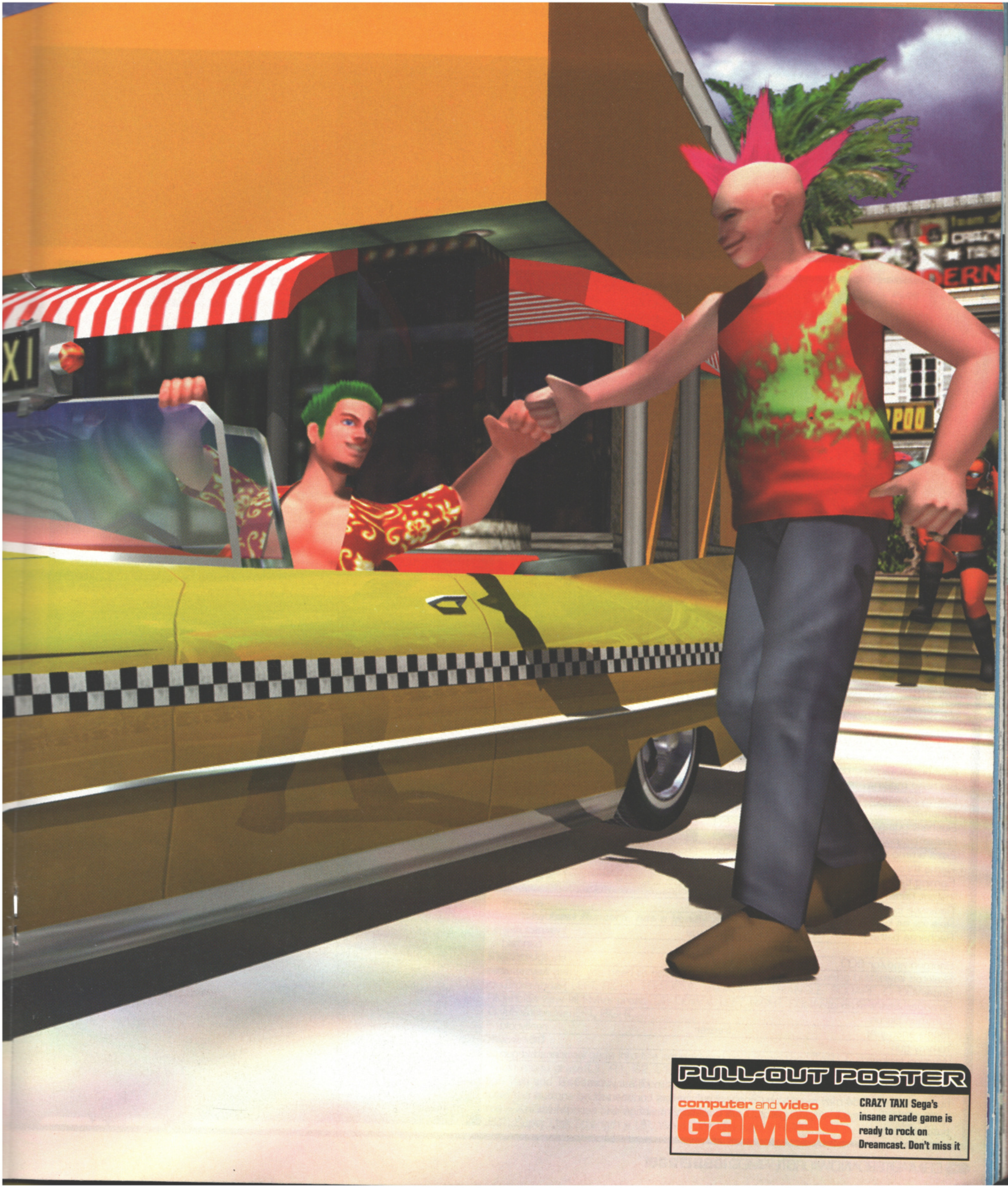
THE WINNER IS... LES!

Paul's final reckoning: "The Amiga is a relatively powerful machine with a lot of games chucked in, but the nod has to go to Les and his SNES. Nintendo makes fabulous games which don't really get any worse with age: sure the graphics might look a little ropey, but dig a little deeper and you'll get more gaming fun for your cash here than many full-price new console games can ever offer. As a one-off purchase, a SNES and a hatful of top games is a great buy. Bear in mind though, that modern games play much better than most of the old stuff, so don't trade in your Dreamcast for an older machine. Buy them both."

SUPER NINTENDO

Oh lordy. You really couldn't hope for more gaming fun than this for fifty notes. *Zelda*, *Mario*, bliss.


computer and video
GAMES
TAXI


XI
CRAZY TAXI

PULL-OUT POSTER

computer and video GAMES

CRAZY TAXI Sega's insane arcade game is ready to rock on Dreamcast. Don't miss it

EASY

What could be better than playing a game you love for ages and getting paid for it? That's what this tips section is all about. Find out some tips, cheats, secrets, passwords... something that's hot and will help out other Computer and Video Games readers, then send them into us. We'll give the writer of each letter printed a crisp tenner, no questions asked. Just make sure your tips are decent.

PC CD-ROM

Paul Forest, of Coatbridge supplied these beauties

■ ROLLERCOASTER TYCOON

Renaming one or more of your guest's will make them do the following:

DAMON HILL – Guest drives faster on Go-Karts

CHRIS SAWYER – Guest becomes a photographer

SIMON FOSTER – Guest becomes a painter

MELANIE WARN – Increases Guest's happiness

KATIE BRAYSHAW – Make's Guest wave to people on rides

JOHN MACE – Guest pays double

Raise the excitement on the rides by:

Building them near paths

Over water, through tunnels, past themed scenery, or close to other attractions. Complete the game to get Mega Park.

Jimmy Tearly, of Clacton, has sorted* Nocturne *good and proper – and wins £10!

■ NOCTURNE

CHEAT MODE: Press [F10] during gameplay then enter one of the following codes in the console window to activate the corresponding cheat function. Most of the following codes will work with the original, unpatched game. Some codes will be disabled in the patched versions of the game.

EFFECT	UNPATCHED	PATCHED GAME ONLY
All weapons and ammo	winblows	gimmecrap
Appear like Terminator 2000		t2000
Big head mode		bighead
Display message *		goldmode
Dynamite		tntrules
Elephant gun		dumbogun
Enable bigboom code		headofhorrors
Extra ammo	moreammo	ayitonme
Flame thrower		torchmyass
Flaming tip arrows	burningstake	torchtip
Instant kill **	bigboom	ebola
Radiance Emitter		amonra
Rain		thunderstorm
Recharge battery	recharge	pinkbunny
Restore health	healme	bandaid
Shotgun and/or 500	shells	shotgunshell
Skeleton key	skeletonkey	keysuper
Snow		snowstorm
Stranger wears alternate hat		oldhat
Summon Baron		baronsaturday
Toggle enemy AI	freezer	reallycold
Tommy gun		driveby
Wooden stake	crossbow	woodenstakegun

** May kill one or multiple nearby opponents. Repeat to kill survivors. The headofhorrors code may need to be enabled before this code works.

* 'Buy Fly!' message in original game, 'Quit Cheating' message and zero health in patched versions.

GAME BOY COLOR

■ POKEMON

Go to Celladon City. Go to the Pokémart. Go to the top floor. Get a drink from the vending machine. Give it to the girl who wants a drink and you'll get a TM. Go downstairs and sell your TM to the shopkeeper. He'll pay over the odds. Do this again and again until you have enough money to get a bunch of vitamins or a lot of items to heal your Pokémon squad.

Jonathan Shortall, Dublin

DITTO
:L26
HP:
BLASTOISE
:L58
HP:
184/184
transformed into
BLASTOISE!

CENTRAL PARK

■ GRAND THEFT AUTO

EPISODE SKIP: The following trick will advance the game to the next episode of the current level. Die or get arrested until you have no lives remaining. When the screen displaying your stats appears, press A to restart and use the same character. The next episode in the level will be unlocked. Repeat this procedure to unlock all the levels. Note: Once you start the next episode you must pause play and press B button to quit in order for the level to be stored in memory.

GLITCH: WALK ON AIR: Walk up the stairs at the north end of the hospital in Vice City (in North Banana Grove). Move over to the edge of the building. You can now walk over objects and water. The police can't do anything since you're in mid-air. Walk down any set of stairs to return to normal.

Terry Matthews, Dundalk

NINTENDO 64

■ KNOCKOUT KINGS 2000

BIG GLOVES: Pause game and press C-Up, C-Down, C-Up(2), C-Down. The sound of a bell will confirm correct entry code. Enter the code again to return to normal.

BIG HEAD MODE: Pause game and press C-Left, C-Right, C-Left(2), C-Right. The sound of a bell will confirm correct code entry. Enter the code again to return to normal.

HINT: SUPER PUNCH: Press A + B + R and the direction to punch while the glove is flashing.

HINT: EASY KNOCKDOWN: Fill your meter then press R + L + A or B to knock down your opponent regardless of whether he's blocking.

HINT: EASY TRAINING: Select Offence in training mode. Use the following moves to hit the blue opponent: Down + A, Down + A, Down + B, Down + B. Repeat until he has been hit 30 times.

HINT: RESTORE ENERGY: Move away from your opponent, hold Z and sweep the analogue stick in circles. Also try tapping Z repeatedly without moving the analogue stick.

Paul Meyer, Sunderland

MONEY

Send in your best tips and get £10 in return

DREAMCAST

NFL BLITZ 2000

Cheat mode: Press Turbo, Jump and Pass to change the icons below the helmets on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry. Example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(3), Left.

EFFECT	CODE
Show field goal %	0-0-1 Down
Punt hang time meter	0-0-1 Right
No CPU assistance*	0-1-2 Down
Show more field*	0-2-1 Right
Fast turbo running	0-3-2 Left
Super blitzing	0-4-5 Up
Arizona Cardinals playbook	1-0-1 Left
Hide receiver name	1-0-2 Right
Baltimore Ravens playbook	1-0-3 Left
Chicago Bears playbook	1-1-0 Left
Tournament Mode**	1-1-1 Down
Dallas Cowboys playbook	1-1-4 Left
No play selection*	1-1-5 Left
Green Bay Packers playbook	1-2-2 Left
Indianapolis Colts playbook	1-2-3 Up
Super field goals	1-2-3 Left

* Two-player agreement required

** Only in two-player game

Joe Whittome, Wolverhampton

NFL 2K

TURBO SPEED SETTING: Choose Codes on options screen. Enter TURBO as case-sensitive code to unlock Turbo under Game Speed.

SLOWMO SPEED SETTING: Choose Codes on options screen. Enter DEDMAN as case-sensitive code to unlock Slowmo under Game Speed.

ALL-STAR SEGA TEAM: Choose Codes on options screen. Enter SUPERSTARS as case-sensitive code.

ALTERNATE TEXT: Choose Codes on options screen. Enter SCRAWL as case-sensitive code.

HIGH-PITCHED COMMENTARY: Choose Codes on options screen. Enter SQUEEKY as case-sensitive code.

FAT PLAYERS: Choose Codes on options screen. Enter LARD – case-sensitive.

AUTO-DEFENCE PLAY SELECTION: Press A(2) when on defence for CPU to pick the best play to stop your opponent.

AUTO-OFFENCE PLAY SELECTION: Press A(2) after your opponent picks their defensive play for CPU to pick the most effective play.

Jeff Dunn, Dover

PLAYSTATION

Thanks to James Dyson, from Colchester, who wins 10 big 'uns for his* Medal Of Honor *cheats,

MEDAL OF HONOR

Invincibility: Enter MOSTMEDALS as a password to unlock Audie Murphy mode

Unlimited ammunition: Enter BADCOPSHOW as a password.

Rapid fire: Enter ICOSIDODEC as a password.

Reflecting shots: Enter GOBLUE as a password.

Wire-frame graphics: Enter TRACERON as a password.

American movie mode: Enter SPRECHEN as a password to have all characters speak in English.

Captain Dye mode: Enter CAPTAINDYE as a password. This keeps your health persistent from level to level within a mission instead of restarting at 100 per cent each time. Playing the game in this mode results in a different path to acquiring the various secret commendations and unlocking the multiplayer characters (such as the Raptor).

Winston Churchill: Enter FINESTHOUR as a password to unlock Winston Churchill in multiplayer mode.

William Shakespeare: Enter PAYBACK as a password to unlock William Shakespeare in multiplayer mode.

WIPEOUT 3

Enter the cheats as your default name at the game options screen. A screen flash should confirm the correct entry:

JAZZNAZ – Unlock Phantom Class
WIZZPIG – Unlock All Tracks
AVINIT – Unlock All Teams
MOONFACE – Infinite Hyper Thrust
GEORDIE – Infinite Shields And Hyper Thrust
THEHAIR – Unlock All Challenges
DEPUTY – Unlimited Random Weapons
CANER W – Unlock All Four Prototype Tracks
BEBEDEE – White Turbo Triangles
BUNTY – Unlock All Tournaments

Francis Mutenga, Burton-On-Trent

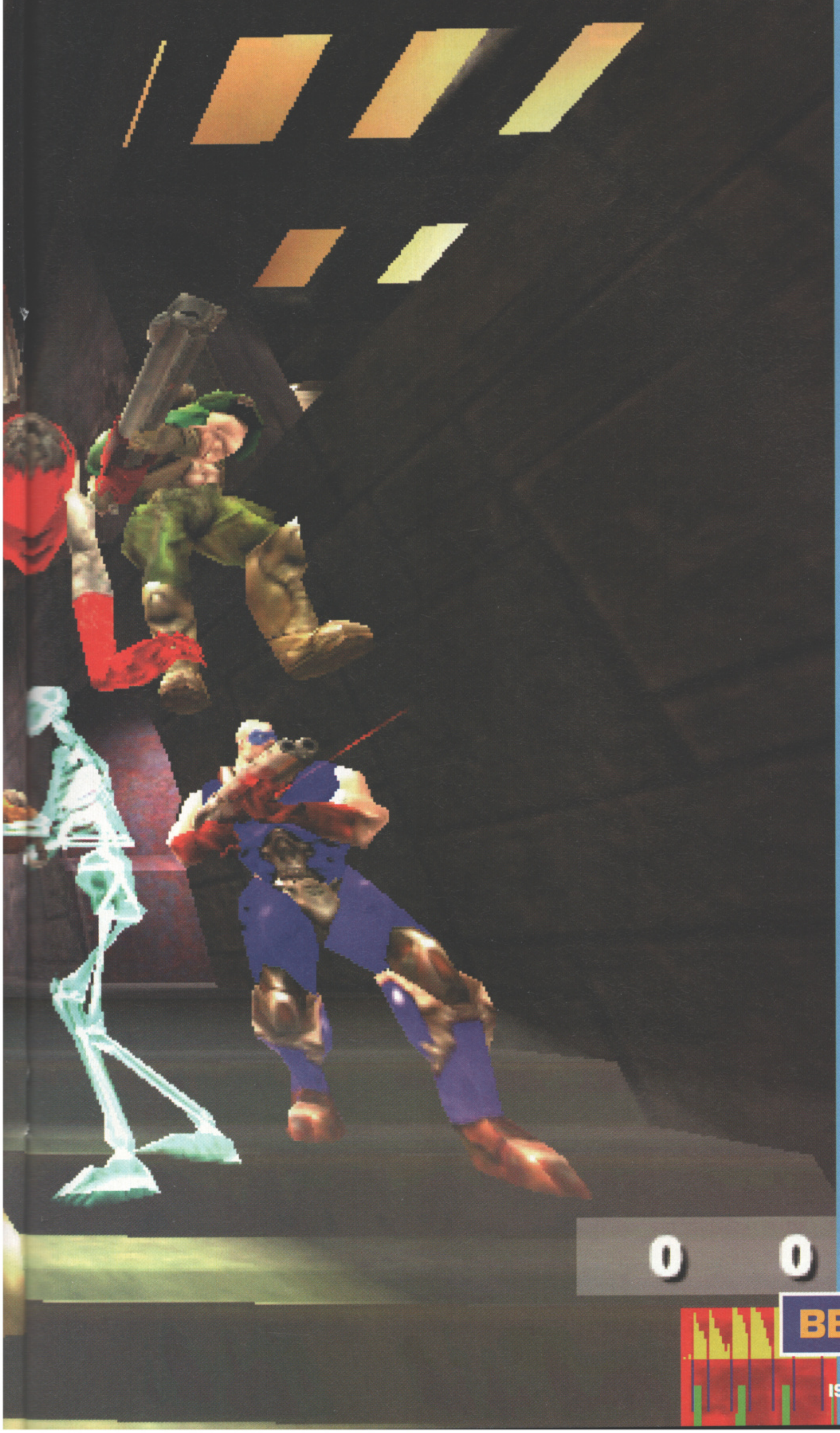
Andrew Mounfield, from Runcorn, has a goodly selection of cheats on offer and so wins himself a crisp tenner!

ABE'S EXODDUS

To get cheats for this game you need to hold down R1 and press the following buttons: Level Select, DOWN, UP, LEFT, RIGHT, TRIANGLE, SQUARE, O, TRIANGLE, SQUARE, O, DOWN, UP, LEFT, RIGHT. To view all FMVs press: UP, DOWN, LEFT, RIGHT, SQUARE, O, TRIANGLE, O, SQUARE, O, UP, DOWN, LEFT, RIGHT.

WARZONE 2100

You need to put both control pads into the console and hold down the START button as it powers up. At the main menu press L1, R1, R2, L1, SELECT and START. You'll now have menu options for Campaign Two and Three and you'll be able to get all other cheat modes. Get extra stuff by pressing down the buttons on the second joypad. Additional Structures = R1; Additional Items = R2; All Items = X; God Mode = TRIANGLE; Infinite Power = O; Complete Research = DOWN; Level Skip = SELECT; Super Unit Strength = UP; Weak Unit Strength = RIGHT.



THIS MONTH: Frag me, guv'na

The aim of *Q3A* – kill everyone – is so simple you'd think mastering it'd be easy. Wrong. Blunder straight at enemies with your guns ablaze and you'll be toast quicker than you can say, "Challenger spaceshuttle." Time to skill up...

MAKE ME KING OF THE CASTLE IN QUAKE 3 ARENA

Wanna be a *Quake 3* nightmare? All that's stopping you is a bristling wall of guns. Our guide'll show you how to blast your way through

WORDS:PETER WALKER **SKILLS:**DAN PAYNE
THANKS:THE PLAYING FIELDS

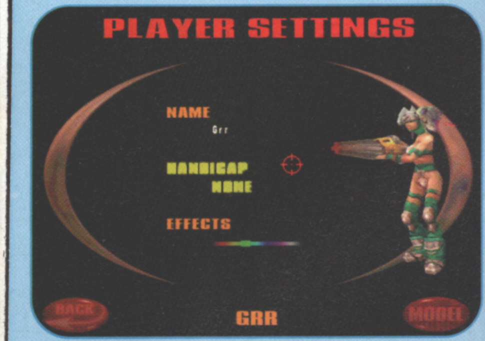
Any fool can master I Can Win in *Quake 3 Arena* but only a gaming god leaves Xaero on zero in Nightmare setting or never dies in online deathmatches. With fast hand-eye co-ordination and a little brains, picking up the basics is a cinch – even for novices – but really killer tips only come with buckets of experience. Our masterclass will show newbies how to make the leap from cannon fodder to frag fiend with the minimum of pain and might even teach old *Quake* dogs a few new tricks. Because *Q3A* is essentially one long deathmatch both in single and multiplayer, there's no walkthrough on how to win. You'll need to master certain basic skills just to stay alive, so we've included some in this Masterclass. But to really shine, you'll simply have to learn the advanced skills and tactics to frag faster than your opponents. So that's what most of this guide's about. Happy fragging.

BEST GET FRAGGING

MASTERCLASS QUAKE 3 ARENA

BEFORE BATTLE

Sounds stupidly obvious, but it's amazing how many *Quake* players have ridiculously uncomfortable and moronic key and mouse set-ups that leave them aching. It ain't rocket science. Get it right from the start and you won't suffer the pain of having to learn it all over again when you realise the error of your ways.



KEYS TO SUCCESS. Closely bunched keys really can save vital nanoseconds and tired hands. We recommend these for minimal key-hand movement: Up/Down/Left/Right Arrows = Forwards/Backwards/Strafe Left/Right; Right Alt = Jump; Right Shift = Next Weapon; Num Pad 0 = Crouch; Num Pad 1 = Walk

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RIGHTEOUS RODENT. Ditch your mousemat and whack mouse sensitivity up to as much as you can stand – pretty near max is cool. Keep Fire on Mouse 1 and put Zoom on Mouse 2. If you have a Mouse 3, then make that your Use button. If not, choose End key. Forget the other controls. Keep autoswitch weapons on

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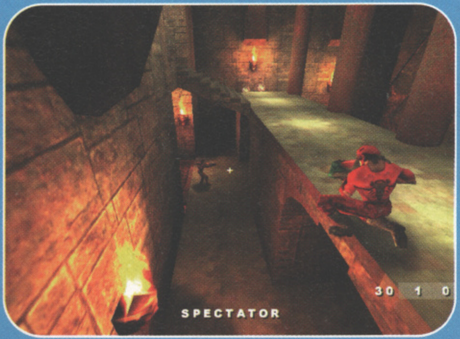
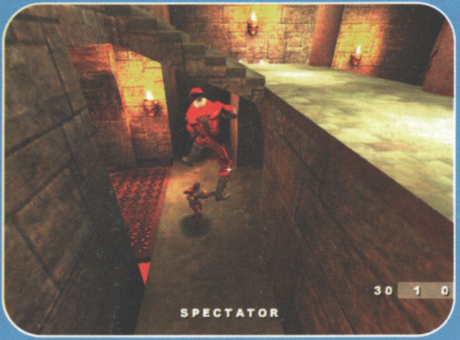
ALL SYSTEMS GO. A good key set-up is useless if your system is running *Q3A* like a dog. Drop to minimum resolution and cut fancy stuff like brass ejecting if needs be, and ensure your modem setting is correct – wishful thinking (like pretending your 28K modem is ISDN) won't help. If your PC is stone-aged then you're stuffed

CRUISE CONTROL

In *Q3A* you'll need to walk the walk before you can cruise the mean arenas with confidence. Strafing is essential for ducking in and out of cover to take potshots, cornering and for keeping targets in sight in scraps in open arenas. But, you'll also need to learn to move while watching your back.



UNBEATEN RETREATIN'. Sometimes it's better to run away and fight another day. Trouble is, you're blind from behind. Time to head for the exit while running backwards. You'll need to know the level, but this lets you dodge attackers till you reach cover. Try ambushing them if they follow – blast 'em full in the face with the Shotgun



CAUTIOUS CIRCLING. Entering rooms and going straight to power-ups/weapons often leaves you open to attack on your blind side. Strafing in and circling with your back to walls lets you check for ambushes, like here. Head for objects in safe corners by running backwards/strafing while watching exits and vantage points

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Da Beast was gunned down by check me out
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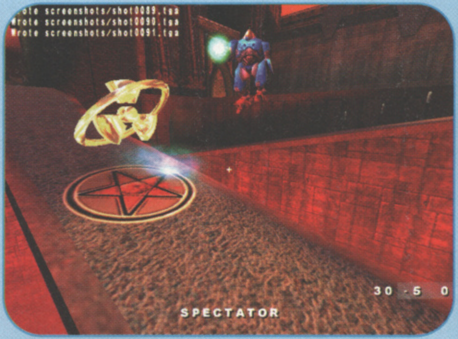
SPECTATOR

LET'S DANCE. Master the 180-degree moving turn. One deft flick of the mouse as you're running forward and you've about-faced. The trick is to instantly switch to running backward so you keep moving in the original direction. If your back is safe, 180 again and run forward. Repeat regularly. Could have helped this guy stay alive...

DEAD MEN DON'T JUMP

You'll jump a lot for various reasons, so lick it quick. On the flat, jumping and running are the same speed for all character models. Some gaps, like between the pillars you cross to get Q3DM18's red armour, are so small you just run across. To save time, you can double-jump over some moving platforms at their central point.



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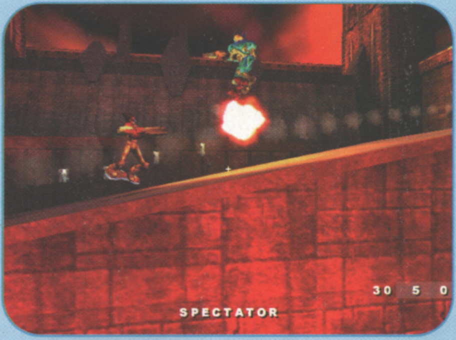
JUMP START. Use Jump to get to some power-ups and around arenas quicker – over low walls, down stairs and across huge, lethal drops into space or red fog. You must learn to judge distances and take some leaps of faith, but you'll soon discover which are shortcuts and which are sheer madness

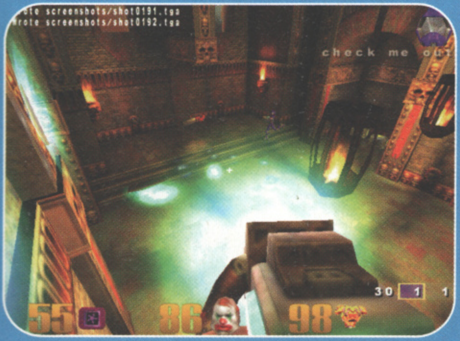


JUMPIN JACK FRAG. Jumping can make you a tougher target and reduce the chances of suffering splash damage from some types of weapon. Don't just jump forward – back and strafe jumps are hard for enemies to follow at close quarters. Combine with a 180 to turn the tables on a rear attacker and wrack up an impressive frag

JUMPED UP. Don't get too carried away. Jump too much and rivals will always know you're near from your character-specific grunts (in Major skin's case, this sounds like 'Whore') – good players can identify weak ones before seeing them. Also, frag kings will quickly spot which way you've jumped and fire ahead of where you land

WEAPON WISE

You'll only ever be dead meat in the Arena Eternal if you don't learn your weapons like the back of your hand – and pronto. Rate of fire, speed of delivery, amount of direct and splash damage must all become instinctive if you're to make the right attacking move in a split-second while under pressure. So practise, practise.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check me out
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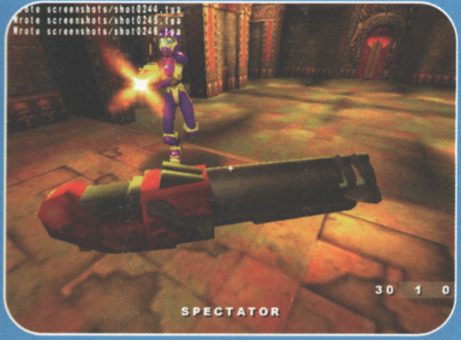
SPLASHED TO PIECES. Missiles from the Plasma Gun, Rocket and Grenade Launchers, and BFG-10K all kick out secondary – splash – damage where they hit. Use this against enemies that are hard to hit. Aim for the ground by their feet or walls next to them. Just don't fire too close up or you'll feel the pain, too. This guy's crap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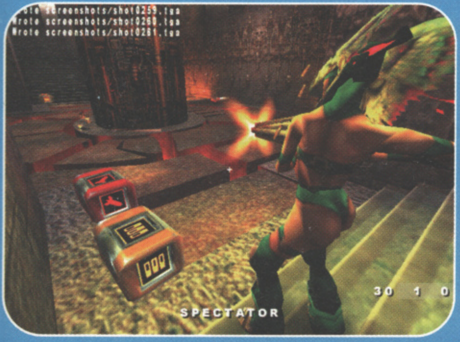
SPECTATOR

REALITY BITES. The BFG, though devastating, appears in only a few arenas and is usually harder to get with limited ammo. Unless you're accurate with the Rail Gun in arenas like The Bouncy Map, rockets still rule in *Q3A*. Most levels have 'em and much fragging goes down at their spawning points. Head there – but cautiously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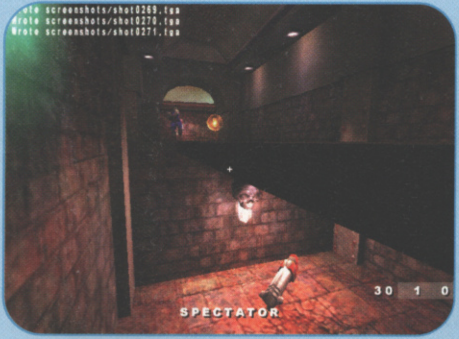
SPECTATOR

AMMO-TIONALLY DISTURBED. Make the most of ammo pick-ups. Don't bother blagging it till you can fire it – picking up a weapon for the first time gives you a set amount of ammo, no matter how much you picked up before. Grab all ammo for the weapon that you know is your enemy's favourite. Go for that Rocket Launcher first, girlie

CIRCUIT TRAINING

You must know every level intricately so wherever you spawn you can head for power-ups, health and weapons or get ahead of and surprise fleeing enemies. Most items you can pick up are pretty easily accessible to all, and most levels are quite tight so they're fairly easy to learn.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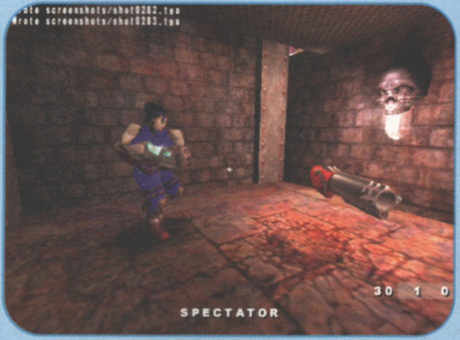
SPECTATOR

SHORTCUTS AND SECRETS. The only way to really know levels, layouts and hotspots is practise. Find good shortcuts – drop off bridges or down holes to see where you land or watch where other players are going. So far, we know of just one secret in a wall opposite the entry teleporter by the Shotgun on Q3DM11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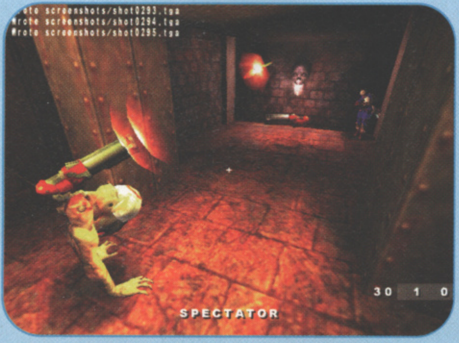
SPECTATOR

KNOWLEDGE IS POWER. Once you know where all the cool gear is, it's time for some rough circuits. In *Q3A* it's better to keep moving, but instead of randomly running around, work out a route that'll take you past all key spawning points. Vary it constantly – you mustn't be predictable. Crafty shortcut, fatty. Or not...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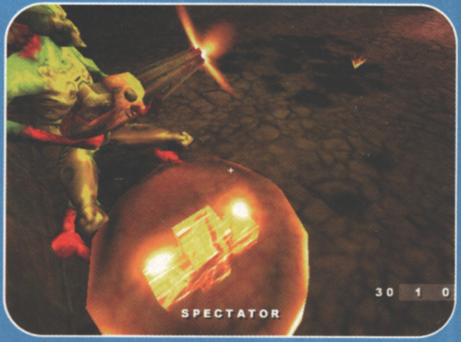
SPECTATOR

ROUTE CHANGE. Work the level hotspots and ways to avoid them into your rough routes, as well as sniping opportunities, so you can fight if you're tooled-up and run if you're not. Obviously, don't stick religiously to your routes, particularly if you're desperate for health, ammo, a good weapon or spot an easy frag

HEALTH IS WEALTH

Sometimes a single health point is all that's between you and a frag or being fragged. In a head-to-head, the player with higher health will always have an advantage. So never pass up chances to restore health or go over the standard maximum by picking up green healths and Mega Healths.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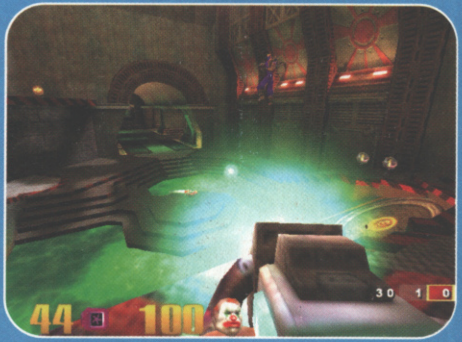
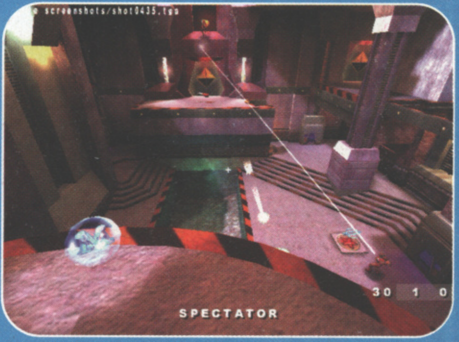
SPECTATOR

FEEL GOOD. The heat of battle is a bitch. You know you're low on health but it's so easy to be drawn into a head-to-head. Don't do it unless you're confident that you're a superior player. Duck out and health-up – it'll save you being fragged and having to find weapons all over again. Preferably choose an escape route to a gold health



FIGHTING FIT. A fair number of your head-to-head encounters will take place in or near rooms packed with health. As you duke it out you'll lose health, so without breaking off, strafe towards the health while fighting. It's tough to remember mid-battle, but it could give you the edge. This guy's should remember that in this firefight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SPECTATOR

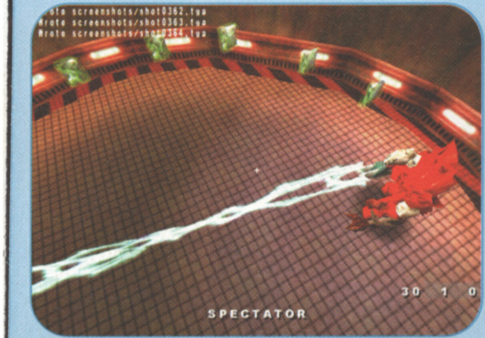
MEDIKIT IT. Use the damned portable Medikit. It's a seriously cool but rare piece of kit which restores you to max health when used, no matter how wounded you are. Just don't use it unless you really have to in a firefight – if you're down on health but not in a scrap, look for some normal health instead and save the Medikit for later

MASTERCLASS

QUAKE 3 ARENA

ARMOUR-GEDDON

Like health, you'll always stand a better chance in a firefight if you've got some sort of armour, so never pass it up. You max out at 200 but it slowly counts down to 100. Even if you're at 199, it's always worth picking up any armour you find, even the red Body Armour. See the Masterclass section on Domination.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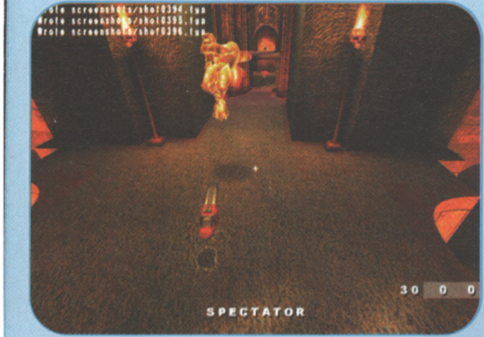
SPECTATOR

SHARD AS NAILS. Scattered through many levels you'll find armour shards which, individually, don't do much for your overall armour status, so are often ignored. But they usually come in clusters which collectively give you a worthwhile boost, so don't pass them up – unless you're really under pressure in the middle of a firefight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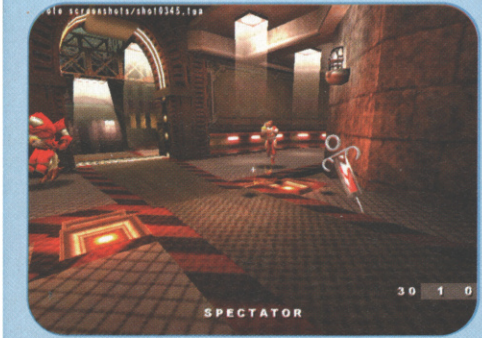
SPECTATOR

ARMOUR AIN'T EVERYTHING. Armour doesn't protect you from all damage so don't expect to live long in a scrap with just a few health points, even if you've just snagged the treasured Body Armour. In a toss up between bagging a decent weapon and good armour nearby, like here, it's usually worth taking the weapon first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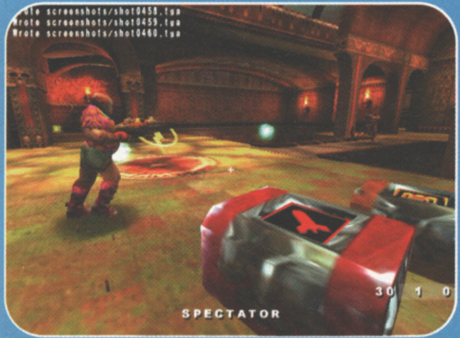
SPECTATOR

TOP TIMING. There's under a half-minute wait for armour to respawn and, as with the Mega Health, you should have a mental clock ticking away reminding you to arrive back at the spawning point just as the goods do, too. Watching armor spawn just as you arrive is well satisfying. Also, check out the Circuit Training section

POWER MAD

Some power-ups are new to the official *Quake* world, like Flight, which sadly only appears in multiplayer. When you've got a power-up you have the edge (providing you're armed and healthy) so head for hotspots. Smart rivals may hide if you have Quad. As with all pick-ups, dropping onto them from above may cut risk of attack.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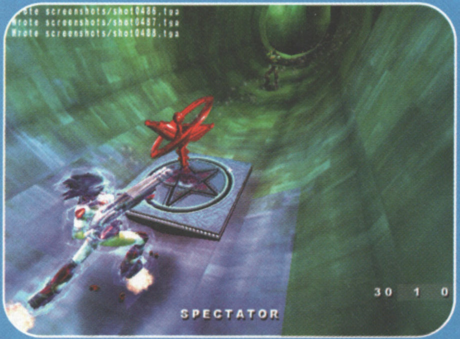
SPECTATOR

TASTY HASTE. Haste not only makes you faster and a harder target but also boosts your rate of fire, so make sure you've got plenty of ammo. Good if you're out-gunned, like this clown. Unsurprisingly, it's damn hard to spot anyone using Invisibility, so it's great for sneaky attacks and getting to other power-ups in unsafe areas.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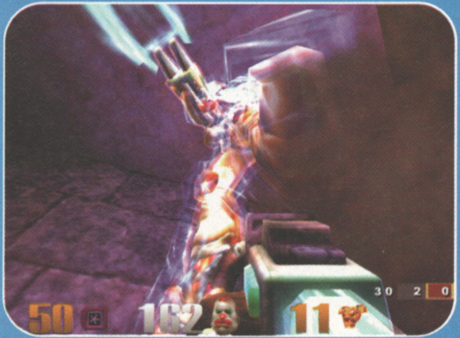
SPECTATOR

REGENERATION. Unless you see someone pick up Mega Health, you rarely know if you're fighting an enemy with superior health. But with Regeneration, as with most (though not all) power-ups, you'll see a tell-tale coloured shell flashing around the user's body – that could mean he has the edge unless you can surprise him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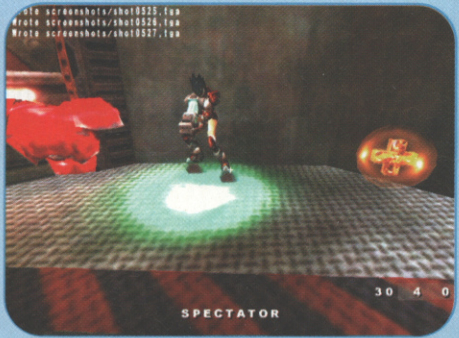
LETHAL COMBINATION. Quad's totally deadly when combined with the Battle Suit, which protects from lava, slime and splash damage. But direct hits still inflict pain in a Battle Suit, though it's useful for rocket-jumping and getting hazardous pick-ups, like the trouser-arousing BFG ammo in the dead-end room off Q3DM15's lava pool

GLOBAL DOMINATION

Once you know where the top gear is and some killer circuits – dominate. Despite speedy weapon respawning rates, it's still possible to do this in *Q3A*. Domination means constantly grabbing all pick-ups, whether you need them or not, just to deny rivals the chance to use them. Do it right and it'll frustrate them like hell.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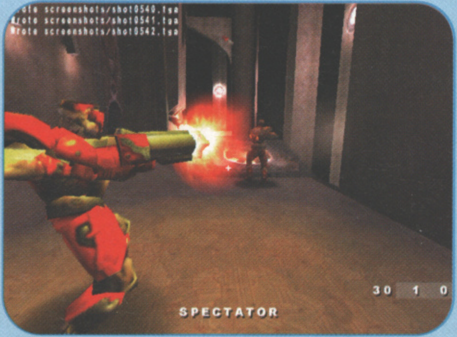
SPECTATOR

MAKE 'EM SWEAT. Grabbing all armour and health makes sense for your own survival but also ensures enemies are always at a disadvantage in a firefight. So grab red armour/Mega Health even if you already have 199 points. Self-inflict splash damage so you can bag all the standard health, too. Not during a firefight though. Duh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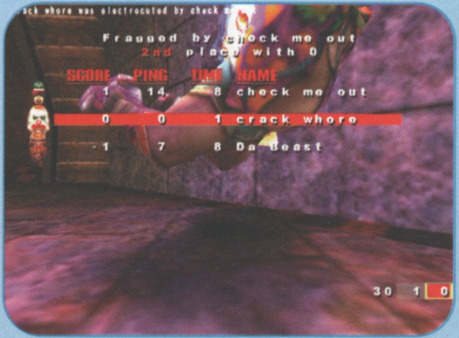
SPECTATOR

FRAG ME. Weapons respawn within seconds so you can't grab them all, but you can block rivals by getting there first – particularly if they've just respawned. A lot of levels are pretty open and you'll see them respawn – they're poorly armed so hunt them down mercilessly, unless you're already at death's door yourself


crack whore was electrocuted by check me out
Fragged by check me out
2nd place with 0
SCORE PING TIME NAME
1 14 8 check me out
0 0 1 crack whore
-1 7 8 Da Beast
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RESURRECTION DOMINATION. If you landed a few good shots on your rival before you die and respawn nearby, you may well be able to frag him in a weakened state before he gets to health. Or, if you're fragged long-distance, you may be able to recover the weapon you dropped. Knowing the levels and shortcuts is essential

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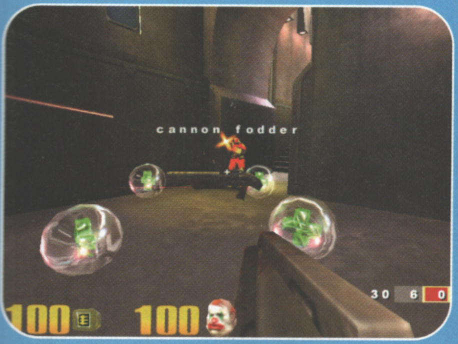
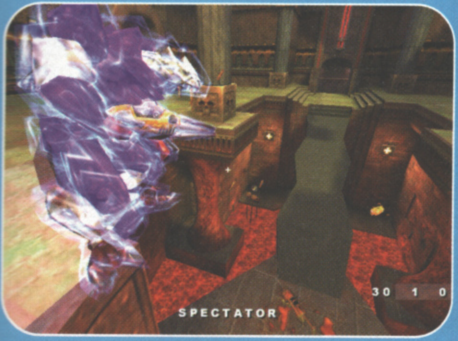
VISUAL CLUES

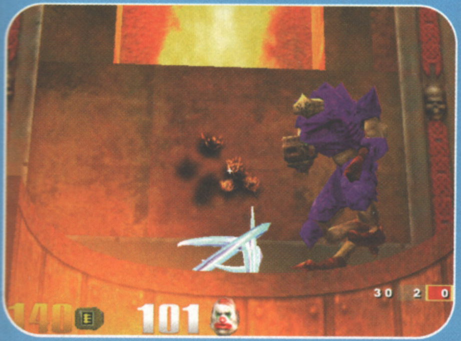
Keep a cool head and use visual and sound information effectively. If you don't keep a close eye on your on-screen stats like health and ammo, especially in the heat of battle, then you'll never know when to run and when to attack. Brighter skins are often easier to see from a distance, so choose yours wisely.



WHO'S HOT. The player name feature isn't just a good laugh for identifying your mates from strangers online. You'll quickly sort the gods from the cannon fodder – weak players mean easy frags so you should seek them out. This is *Quake*, so no mercy. It's not nice, it might not even be cricket, but who cares if you win the match?



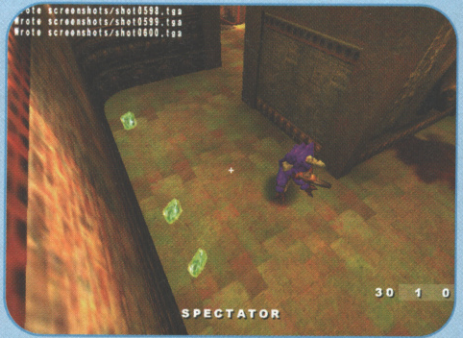
CLUED-UP. Pick-ups, particularly weapons, missing from spawning points tell you an enemy has recently passed through. Some visual clues can save you pointlessly risking trips to unsafe locations. Like here in Q3DM7, where if the armour by the lava is missing, then chances are the Mega Health in the room behind is too



INCOMING INFO. Sometimes you'll find yourself under fire from a hidden attacker. Tracing a Rail Gun shot back to the attacker is easy, but with the Machine Gun or Shotgun you must check nearby walls or pillars for shots that missed. Turn your back to the bullet marks and you'll work out the general direction the attack's coming from

SOUND CLUES

As with visual clues, there's loads of useful aural info, too. Hear a rocket nearby but can't see anyone? Check quickly behind you – it could be coming your way. In *Q3A*, aural tactics are more essential than ever, particularly on levels like Q3DM10 where the power tube's a dead giveaway of where you are.



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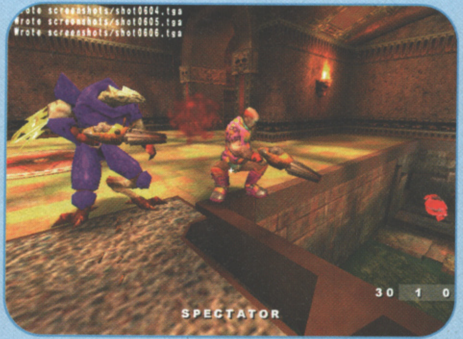
TARGET ACQUIRED. Jumping and running through certain pick-ups like armour shards are like yelling, "I'm over here, come and get me". If there are two locations with different numbers of shards or green health on a level, trick enemies who use aural info by only grabbing the same number of pick-ups as the other location



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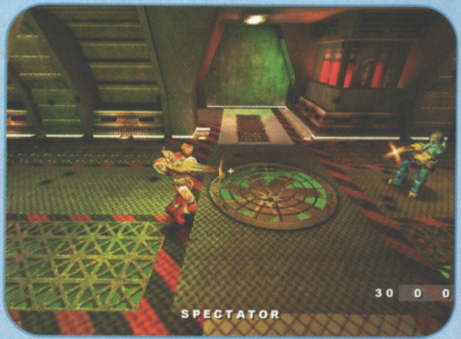
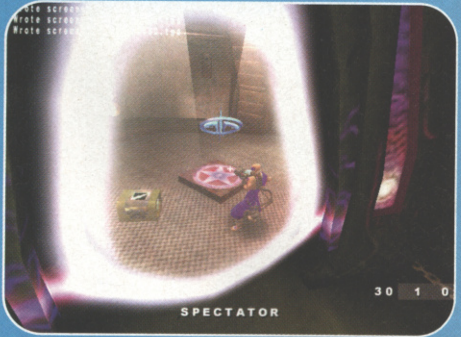
NOISE NUISANCE. Combined sounds make zeroing-in on targets even easier. If a bounce pad's by armour, then you'll hear the distinctive sounds of both items being used moments apart. Also, if possible, use noisy items like doors and irresistible picks-ups like Haste to warn of danger behind if you're camping. Didn't work here, mind



TIPTOE TIP. Some surfaces, like the metal floors in this shot, are very noisy when players run across them. In *Q3A* you'll really need to use the Walk control if you're to sneak up on enemies, making for a much more tactical game in some levels. Also, listen for the whoosh of power-ups respawning – essential if you're to dominate

TELEPORT-TASTIC

Only a fool ignores the full potential of teleporters. They're not a cheap gimmick. The portable teleporter is reason enough to ensure you've set the Use control to a handy key. Sure, it's handy for ducking out of a tough firefight but it's also the only way to avoid death if you fall off a level into space or the red fog.



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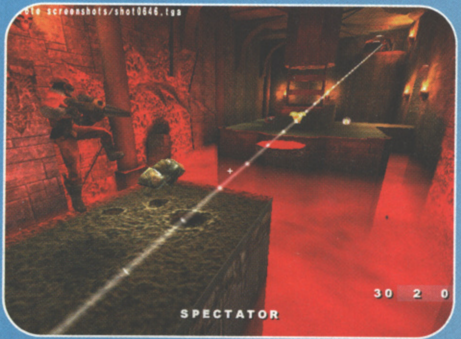
GATE CARTER. Gates let you view destinations before entering. Use this feature to check it's safe but also scope arrival rooms for useful items like Quad – like here in Q3DM11. Saves going to the room itself. With two-way teleporters, beware of campers lurking behind – and firing through – your arrival teleporter. Evil blighters



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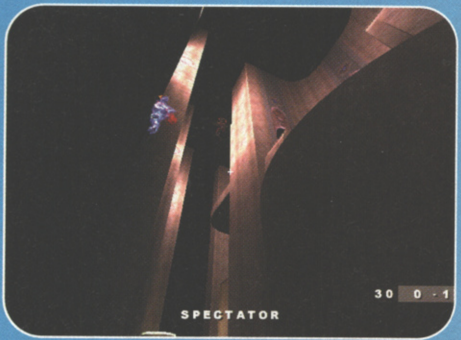
TELE-SHORTCUT. Some levels have weapons or power-ups in dead-end or tricky spots to escape from. So teleport out instead. Check out level Q3DM14, where the BFG's over Red Fog. Use the shortcut by the portable teleporter above to get it, but instead of double-jumping across the moving platform to exit, teleport out

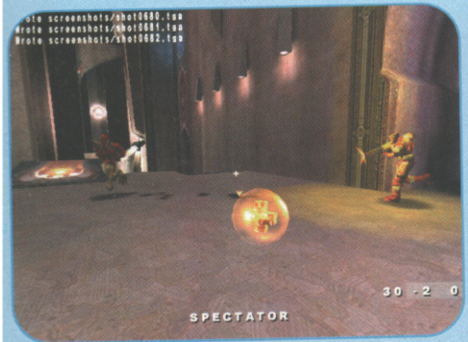


GETTIN' TELETRICKY. Sometimes an over-confident enemy is glued so close to your arse he may follow you anywhere, even into a void. Make sure you've got teleport to save yourself. Red Fog drops are shallow so teleport quick. Try using it if a rival's way ahead and one frag from victory, coz he'll lose a frag, delaying the end of the match

MASTERCLASS QUAKE 3 ARENA

AIR CONTROL FREAK

Get to grips with air control and looking around mid-air. Bounce and acceleration pads always land you on the same, dangerously predictable, spots. Movement controls alter direction – more radically so during longer flights. Good to get to camping spots and avoiding up-bounce pads below tunnels you want to get down.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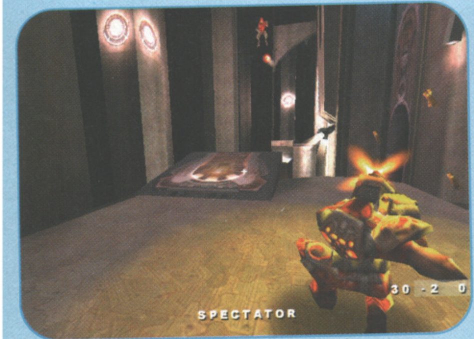
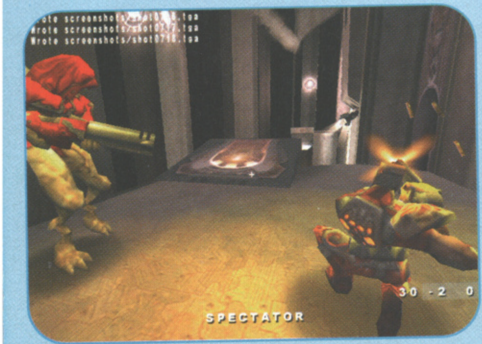
BACKING UP. Some levels, particularly space ones, have acceleration ramps on either side of a gap. Stepping backwards – not too much – just before arriving can make you land on the return ramp and instantly fly back again. Great for escaping dangerous destinations or surprising dumbo pursuers like this guy here



BOUNCE TROUNCE. Bounce pads make lethal traps. Dive on to a vertical bounce pad mid-firefight and pursuers will often follow. Steer backwards as you fly up and you'll land back on the bounce pad while the pursuer lands in the default zone. You then arrive behind and the hunter then becomes the hunted...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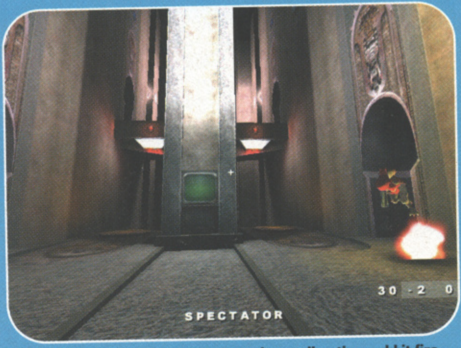
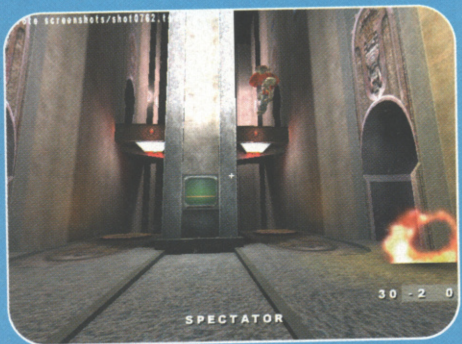
SITTING DUCKS. In some space levels you can air-control your way round the arena without touching the ground via bounce pads. But skilled Rail Gunners turn acceleration and bounce pads into turkey shoots. Even with good air control you're vulnerable. Pop a few off mid-air to put attackers off or time jumps so they're not looking

ROCKET AND BFG JUMPING

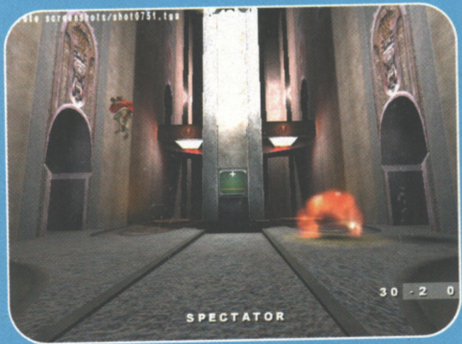
Most of the time, rocket-jumping is useful just as a shortcut to higher levels. Deliberately self-inflicting damage may seem daft but, if it takes you to an area with health and a cool power-up, then you've lost nowt more than a bit of armour but gained time and a power-up. It's a skill you must learn, so bite the bullet.



PAIN GAIN. Look straight down, move in any direction and hit fire and jump together. You'll fly in whatever direction you were moving. Yep, you can even strafe rocket-jump. Hitting jump fractionally before fire means less damage but also less height. Useful for jumping to lower levels. As always in *Q3A*, fast reactions are crucial



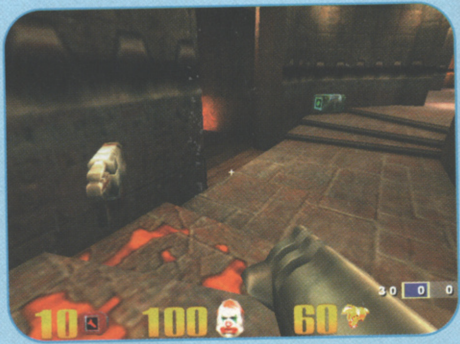
DEMON KEEP. This is the one level we've spotted so far where rocket-jumping is the only way to certain pick-ups. Above the lava field, you'll need to rocket-jump to a bounce pad that throws you through the BFG and on to red armour. Or try rocket-jumping off the bounce pad under the BFG for extra height to bag the weapon



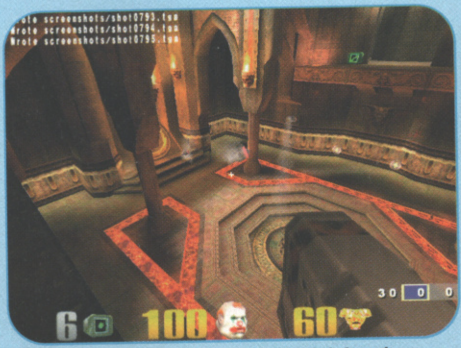
BFG-JUMP. For even greater height, and damage to yourself, practise the same skill with the BFG. Advisable to get the Battle Suit first if possible. This skill opens up new shortcuts throughout levels and a few camping spots besides. If you're really cocky, rocket or BFG-jump over enemies during firefights and frag 'em mid-air

PREDICT ABILITY

Knowing your enemy is half the battle. Play with complete strangers for just a few minutes and you'll soon spot their playing styles and preferences. Some are more aggressive, foolish, or always head for the rockets after respawning. Use this information against them but, remember, they'll be doing the same too.



ANTICIPATION. Predicting which way an enemy's about to go mid-scrap lets you pump delayed-impact missiles ahead of them. Do this by studying their combat style for habits like circle-strafing, jumping or always heading for health. On the flip side, you mustn't be predictable either – even down to varying routes across rooms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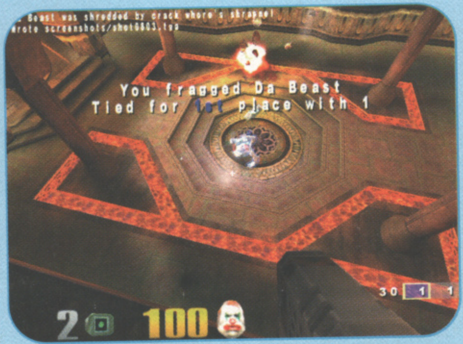
WEAKNESS. Some players simply can't resist their favourite weapon, so when you frag them, head straight for the weapon spawning point (blagging any health you can along the way) and lurk a bit till they show up. Chances are it'll be one of their first ports of call and they'll still only have crap gear. Advantage, you


Beast was shredded by crack whore's shrapnel
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You fragged Da Beast
Tied for 1st place with 1

LURK OR JUDGEMENT? Don't just use the Grenade Launcher to bounce missiles round corners. Find a vantage point over a hotspot and fire a few rounds, even if it looks empty. In a full game in a tight arena, chances are someone will turn up by the time they explode, causing good blanket damage. Check out the above three screens

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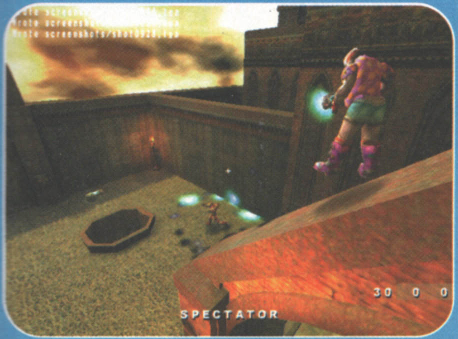
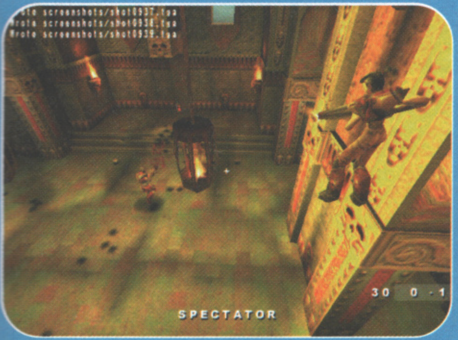
CAMPING QUEEN

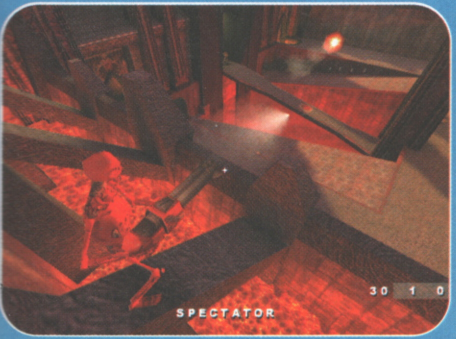
Perfect camping spots with no blind side dangers are fairly scarce. *Q3A*'s camping spots are tailor-made, so experiment. Look for edges halfway up walls. Lots of wall-top sites are blocked. Height is good for view but often exposed, though enemies below need direct hits because they can't splash-damage you at that angle.



LONG-RANGE SNIPING. You've found a high, shadowy spot with killer views. Zoom in and switch to an instant-hit weapon like the Rail Gun. If you're having problems keeping on target, move your sights ahead of where you expect your victim to run and wait till they run into your line of fire. This clown's trying for plasma splash instead



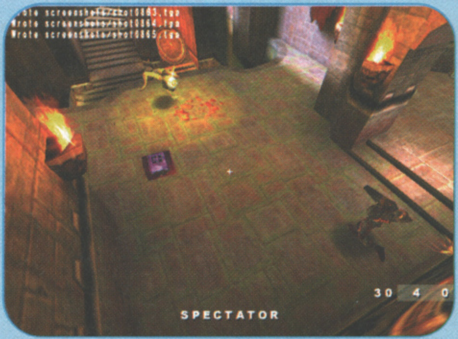
ZOOM MOVEMENT. Zoom's good for camping and improving accuracy. If you lose sight of a target you may want to move while zoomed – that's dangerous because you must go a fair distance to notice much on-screen change. Beware voids. Also, concentrate too hard in zoom and you might take a while to notice a rear attacker



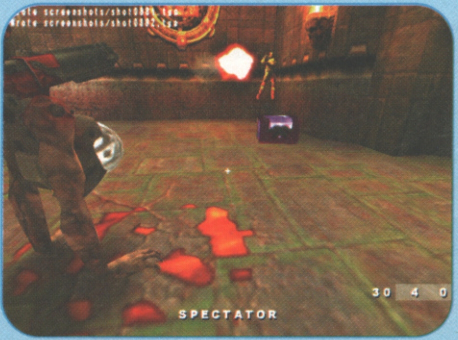
SNEAKY AMBUSH. If you're camping, don't give the game away with rushed shots. Hold fire till you're certain of a frag. Also, camping doesn't always mean long-range attacks like this one. Try waiting directly next to doorways and surprise enemies as they go through with a full-frontal blast with the Shotgun. One hit can devastate

FIREFIGHTING FRENZY

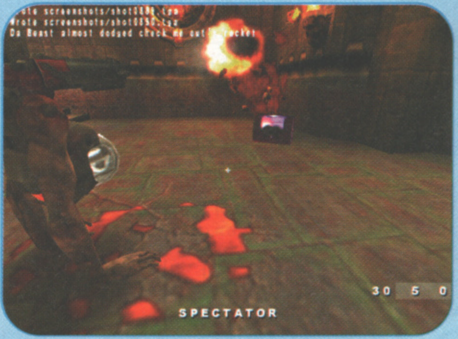
If you've mastered the skills above, your frag rate should by now be very respectable indeed. But, knowing when to retreat and when to fight on is a crucial judgement call. Fighting to the death when you've ten health and know the enemy's taken no hits simply boosts his frag rate while ducking out at 80 health won't help yours.



CORNER = COFFIN. Never back yourself into a corner in a head-to-head – splash damage off walls is much more likely and you'll find yourself pinned and unable to move as rockets pour into you. But it's a good tactic to use yourself – angle your rockets to blast enemies against the scenery rather than away from it



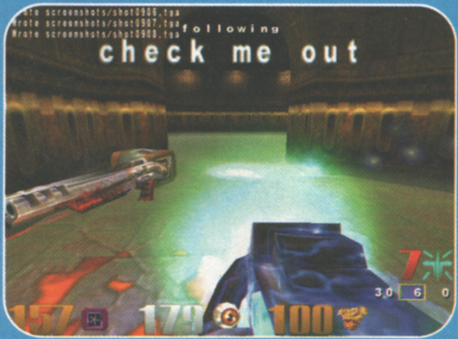
WEAPONS EXPER-TEASE. Sometimes jumping, strafing, ducking and predicting enemy moves isn't enough. Trick them into thinking they've got you outgunned. Start firing with a weak weapon and if they dive in close for the kill, switch to rockets. Just don't wait too long to switch and then spend ages cycling to the right weapon



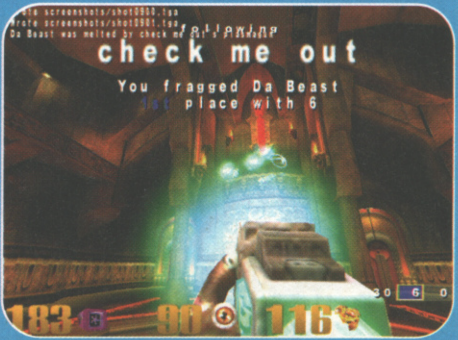
IN YOUR FACE. Plaster other players' firefights with safe long-range attacks while they're busy with each other. But if you're in the middle of the action and it's just too hot, backwards retreat for a better view and accurate shots. When diving into existing firefights, attack the enemy who's taking the most damage so you bag the frag

TIPS, TRICKS AND TRAPS

Don't be afraid to innovate – that's how rocket-jumping was accidentally discovered. It's another thing the single-player botmatch is particularly good for – learning the levels, trying out new skills, techniques and tricks before you start living it large online. Different skills work better with different levels and enemies.

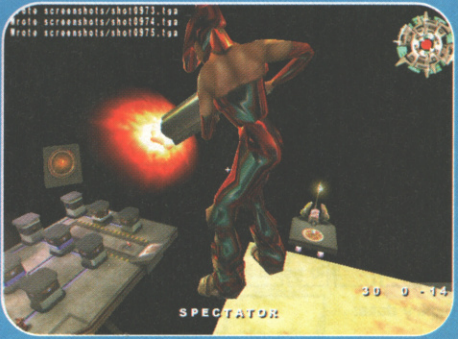


PSYCHO WARFARE. Don't underestimate your power to demoralise the enemy. Bag several frags on the trot and even skilled players can start to lose their nerve and get panicked into stupid moves in head-to-heads. Enemies who dominate the Quad can be especially demoralising. You'll just have to taunt them as 'Quad queens'



You fragged Da Beast
1st place with 6

SPECTATE. The first and last thing to learn about *Q3A* is that you've never learnt it all. That's why *Q3A* has a Spectate mode seen in third-person and through rivals' eyes - so you can look, listen and learn how quality players win Ferraris playing *Quake*. Use it and one day you too might be advising id Software on all things *Quake*



FINAL FRAG. By the time you've worked your way up to the Final Arena, you should be rocket-jumping off jump pads mid-air to get to the roof of the crusher platform for some ruthless camping. Or easily steering yourself to safety when the trap springs shut before you land on the BFG. Time to dominate the world

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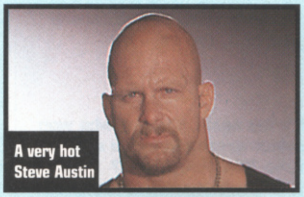
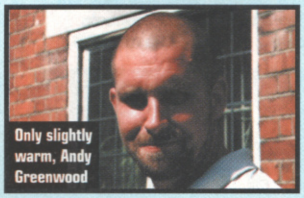
STAR LETTER
STONE COLD


A very hot Steve Austin


Only slightly warm, Andy Greenwood

I've enclosed a photo of my PE teacher. He goes by the name Andy Greenwood but he thinks he's Stone Cold Steve Austin. If you ask me, I reckon he looks more like Goldberg from *WCW*. What do you think?
Yiu-munn Cheung, Leytonstone
Tough one that, you decide…
In the meanwhile, why not check out Scoop! for our previews of two great looking upcoming wrestling games. Anyone see any more lookalikes? Send 'em in so we can all enjoy the crack.

WIN WITH MADCATZ©

Want some really cool peripherals for free? Each month, the writer of Mailbag's Star letter will get a smart prize from Madcatz. They've got everything from steering wheels to memory cards, to controllers. With a different prize up for grabs each issue, it's time to get writing.

Write in, get it printed and you could win some Madcatz goodies

ON THE BOX

Did you know that there's a soap called Family Affairs on Channel 5, and in it two children were reading your magazine. Just thought you'd like to know. Thanks for listening!
Joe R, Romford

STILL NOT IMPRESSED

I've read Computer and Video Games since the merry days of the old rubber-keyed Spectrum, and although computer technology has advanced considerably since then, I'm still not impressed. I own a 475MHz PC with a good 3D card and the expensive, ugly chunk of plastic still slows down to a crawl on some of the newest games, just because five or six baddies are on the screen at the same time. This never happened in *Skooldaze* on the Speccy (and that was only a 48k machine). I'm hoping that PlayStation2 really will be slicker and faster than a well-oiled cheetah in the rain.
Paul Milne, Midlothian
P.S. I like the look of the PS2, it looks a lot more hi-tech than the grey, plastic-looking Dreamcast.

DESPERATE

I'm desperate for a Dreamcast. In fact I must be because I want to win it for my boyfriend Gary. Anything to stop him going on about one! I'll do anything, please pick one of the following:
Ride Oblivion at Alton Towers while eating and drinking (I'm scared of rollercoasters).
Wear shorts and a bikini top and rollerskate down any busy high street (It's cold at this time of year).
Be an air hostess for a short journey (I don't like flying).
Drive a Reliant Robin (totally embarrassing).
Clean the office and toilets at Computer and Video Games wearing a sexy pinny and rubber gloves.
You decide, I'm desperate!
Beccy Nutbeam, Winchester
Not a bad effort but that compo's well and truely closed. Sorry.

LAS VEGAS

I've found the ancient cove of arcades! The problem is it's in Las Vegas. I stumbled across an arcade and thought I'd pop in; every machine in the universe was there (well almost). I went into the retro section and found many historical finds, with the mother of all retro machines – a sit-down *Space Invaders*. So I thought I'd take a picture. It's time to spend those air miles and get going to Las Vegas.
Martin Campbell, Glasgow

SPACE INVADERS

GAMEGEAR

I enjoyed your recent article which compared the Game Boy Color to the new NeoGeo Pocket. They're both fine products, but surely they're no improvement on the old Sega Gamegear? The world obviously wasn't ready for a colour hand-held back then (four or five years ago?), or maybe it was just the horrible name which put people off. Either way, Sega was clearly ahead of its time with the product. Of course, it's now tainted with oldness so relaunching it would be futile. But those of us who aren't caught up in hype (I'm 39, so it's easy for me) can swan off to a second-hand shop and pick up one of those little beauties with a few games for about £20, while you impressionable youngsters have to shell out £60 just for a machine. It's OK being old!
Richard Hewat, Edrom

NO MORE TAT

Since you seem to like getting tat from people, I have sent you: a Simpsons picture, free Internet trials, an early Christmas card, a joke book, a small Beano from 1992, a brown colouring pencil, some home-made pogs (remember them?), two Game Boy Camera *Pokémon* pictures, a picture of a new VW Beetle, a penny and some other tat. I hope you like everything.
Ewan McLaughlin
P.S. I've rented a Dreamcast and it's mint.
Thanks for thinking of us, but we reckon it's about time you lot stopped sending us your old tat. We'd much rather get something like your best jokes. Send them, instead. Please.

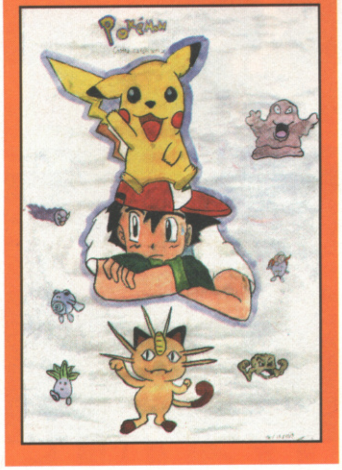
> *"I've found the ancient cove of arcades! Problem is it's in Las Vegas"*
>
> ***Martin Campbell, Glasgow***

YOUR LETTERS

> “Goldeneye? The Best Game of All Time? Are you totally deluded?”
>
> *Seth Jones, Birmingham*

POKEMON ART

I hope you like the painting I've sent in of *Pokémon*. I think the cartoon is great and now that it's shown on ITV a lot of merchandise has started to appear. I really like your magazine because it covers all games on PlayStation, PC, N64 and now Dreamcast. Bye for now.
Jack Moss, Cheshire



BEST EVER – RUBBISH!

I can't believe it. *Goldeneye*, The Best Game of All Time? Are you completely deluded or did someone vote a thousand times for the same game? When I first saw you were doing a readers' poll I thought long and hard about what deserved to be in my top ten games, then filled the coupon in and sent it off. It's true, *Goldeneye* was on my list but there's no way in a million years that it's the best game ever. Have you not played *Final Fantasy VII* or *Resident Evil 2*? I know you won't be able to change what has already gone to print, but I at least expect an apology from the entire team. And, while we're on the subject of the team, why did you all vote for a bunch of old, moronic games that no one has ever heard of?
Seth Jones, Birmingham
Don't blame us, it's you lot that voted. We were a little surprised but when all was said and done, *Goldeneye* was your number one.
The CVG staff voted for a lot of old games because they were the ones that shook our world. They may have been technically bettered (*Elite* on the BBC B looks crappy by today's standards) but to us they were brilliant moments in gaming history and the ones that instantly brought back a smile. That might be showing our age, but it's true.

X-BOX

There's all this fuss over PlayStation 2 and Dreamcast but what I want to know is whether there's any more news on Microsoft's X-Box? This, to me, sounds like it would be the hands-down winner, because if anyone has the power, money and technology to produce the ultimate games console, it has to be Microsoft.
James Daniels, Wrexham
If you work on the theory that no news is good news, then X-Box should be the best thing ever. Microsoft isn't releasing any details, yet.

WORLD DOMINATION

**As we all know, *Pokémon* is taking over the world; everyone is buying the game. I am saving up for a Game Boy but don't know if I should get a normal one or if I should save that bit more and get the Color version.
Is there a difference between the Red and Blue games? And which one do you think is the best?**
Steffan Jones, Wrexham

P.S. I think CVG is ace. I hope you like the Pikachu model and picture I've sent.
Get yourself a Game Boy Color if you can, and either the Red or Blue version of *Pokémon*. Each game has unique monsters, so if you want to complete the game you'll eventually have to buy both or, better still, trade with other trainers to catch 'em all. And yes, your model and drawing are cool. Thanks.

GOT 'EM ALL

**Hello, it's me again, the guy who won your Xevious arcade machine way back in the 80s. Remember?
Anyway, I'm even more into Computer and Video Games now, and yes, I'm lots older and am now a console collector. At present I have: a PS, N64, Atari Jag, Atari ST520, Amiga A500, Amiga 1200, Binatone system, Grandstand Mk1, Grandstand Mk2, NES (x2), Super NES, Amstrad CPC 464, Amstrad 6128, Sega Master System Mk1, Sega Master System Mk2, Sega Mega CD, Sega Megadrive Mk1, Sega 32X, Atari Lynx, Spectrum ZX81 (with rubber keys), Spectrum ZX +2, Commodore 64 (x4), Nintendo original Game Boy, Atari 64K 800, Acetronic MPY2000 (rare as rocking-horse crap). To go with this lot is a new Dreamcast and I also have, at the last count, over 3,500 games. Question is, when will someone from CVG contact me? It's so lonely here on Planet Retro.**
Roi Lewis, Lancashire
Hold on in there Roi, you're not alone. There are lots of others living on Planet Retro, although there can't be that many people with such a vast collection.

REVISION TIME

Your magazine and the material in it are ruining my chances of a happy and successful life. I sit here, thumbs aching after just guiding Leon through another terror-filled part of *Resident Evil 2*. I am a 15-year-old schoolboy half-way through his mocks. I have done little revision thanks to my demonic PlayStation. Even in my exams I find myself thinking about multiplayer tactics on *Half-Life* over how long Jihad's garden is. Anyway, keep up the good work. Or maybe, don't. I'm not sure.
Sanjay Brown, Nottinghamshire

RENTCAST

Last week I rented a Dreamcast with *Sonic Adventure*, *Speed Devils*, *Ready 2 Rumble Boxing* and two controls for just £21 a week (Wow! I hear you cry). The controls were comfortable and, well, let's put it this way, I had about nine hours sleep over the weekend. When I returned it, I saw *Zelda* was on loan, so being a quick-thinking man, I picked it up and dashed to the counter. When I got round to playing it I noticed it was incredibly hard to control. The moral of the story is: if you play a Dreamcast, you won't think much of the N64 controls anymore.
Alan Fielding

WHO WROTE TO MAILBAG THIS MONTH

Lee Hyman, Manchester; Ross O Doherty, Celbridge; Chris Thorpe, Wheatley; Tim Adams, Blackpool; James Kearon, Wicklow Town; Joe Wolfson, Borehamwood; Gareth Thompson, Tamworth; John Budden, Malton; Chris Stirk, Southport; Stephen Croft, Workington; Michael Mosdell, Northampton; Ryan Squires, Cornwall; James Lovatt, Chichester; Darren Cowell, Lancashire, Lisa T., Cardiff; Daz Wilde, Harlow; Brian Barnwell, Eastbourne; Claude Fisher, Coventry; Steve Fryer, Uxbridge; Martin Holmes, Doncaster; Andy Bailey, Leeds; Terry Bulls, Hayes; Glyn Baker, Glasgow; Wayne Barton, Kettering; Den Skeet, Cambs; Vincent Rayner, York; Andy Robinson, Kent; Dave Rodley, East Sussex; Ray Richards, Poole; Jack Simmonds, Devon; Tez Packard, Toft; Will Thomas, Sussex; Jane and Sarah Lemmont, Aldershot; Kevin Williams, Hampshire; Jon Stationmaster, West London; Dave Hamilton, Northern Ireland; Sally Parker, Middlesex; Kerry Platt, Lincoln; Tony Issacs, Plymouth.

> “Even in my exams I think about multiplayer tactics on Half-Life”
>
> *Sanjay Brown, Nottinghamshire*

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The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased. A good game is a good game regardless of format or who has made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video games
★★★★★

Any game that earns the Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

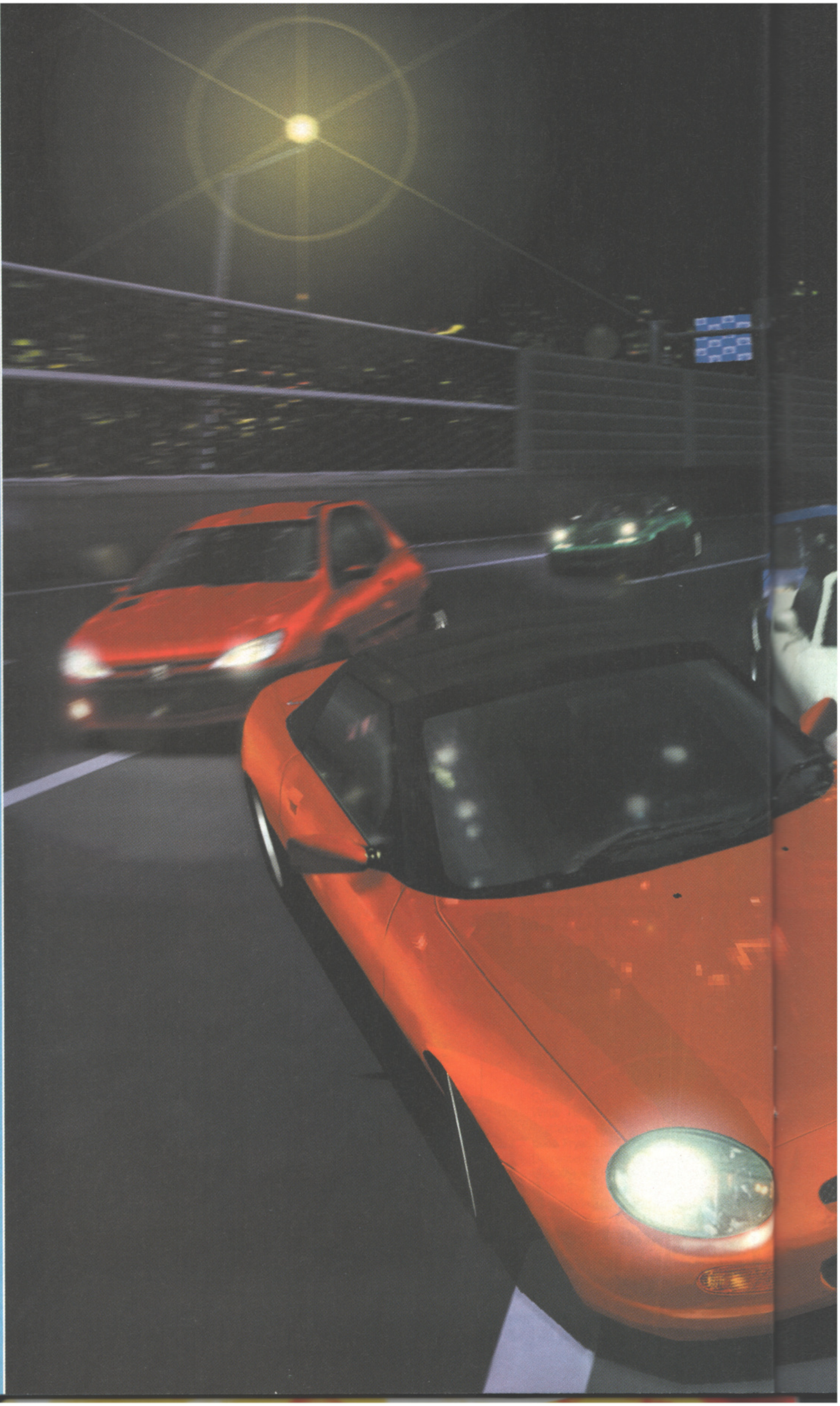
THIS MONTH'S BIG HITTERS...

82
GUILTY GEAR
Been fighting? Guilty, m'lud

88
BEATMANIA
Bangin' tunes, bangin' game

98
SONIC ADVENTURE
Handheld hog shenanigans

112
CRAZY TAXI
Off its head. Are you?



PlayStation

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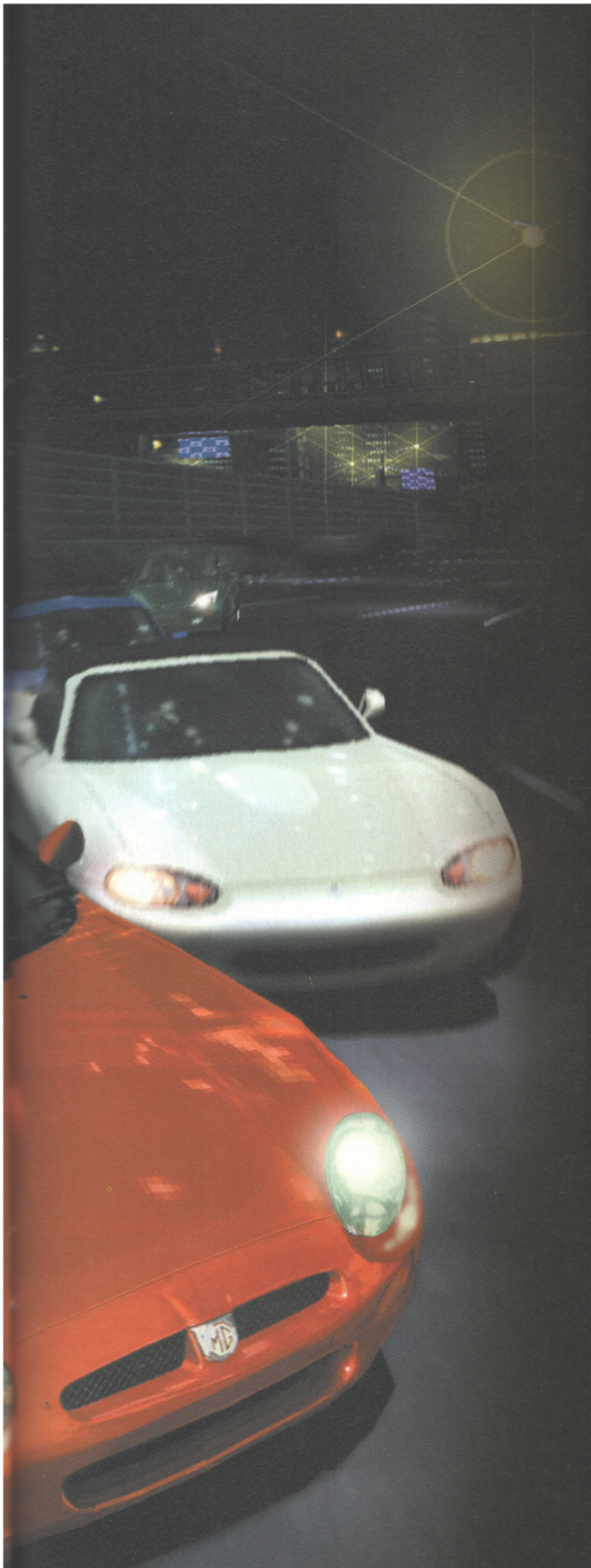


WORDS & SCREENSHOTS: AYRTON SCOTT

GRAN TURISMO 2

The world's favourite racer does a lap of honour

The most eagerly awaited racer in gaming history is finally on sale in the UK. Seven million copies of *Gran Turismo* were sold worldwide and now the scene has been set for the sequel to be a global smash.

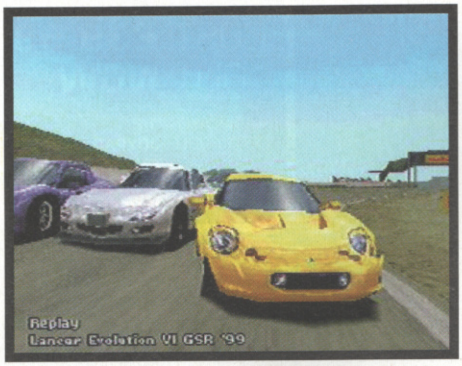
However, it has been widely publicised that some US versions of *GT2* have a slight bug where the game says you've completed just 98.2 per cent of the game, when in fact you've finished it all. Sony has assured us that this problem has been rectified for the PAL release, meaning UK gamers won't be experiencing any associated road rage.

GT2 is such a huge game that it comes on two discs. Each disc can be loaded separately and is almost a game in its own right. Disc one is the Arcade mode, which lets you drive some tasty cars from the off. You can race series against friends or the computer, and unlocking all the licences in GT mode gives you more tracks to thrash around on. Disc two houses the GT mode, where you take licence tests and then buy yourself a car. Winning races gives you money to tune up your car or even splash out on a new one. The ultimate aim is to be victorious in the massive number of championships on offer.

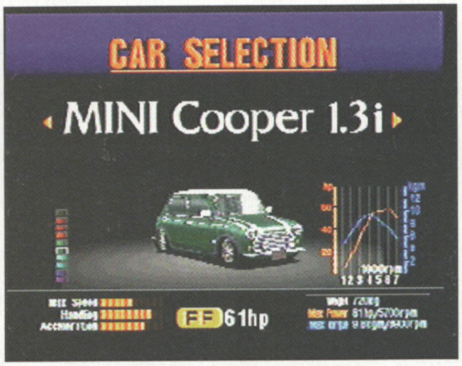
INSTANT PLAYER GUIDE TURN OVER TO FIND OUT

FACTS AND FIGURES

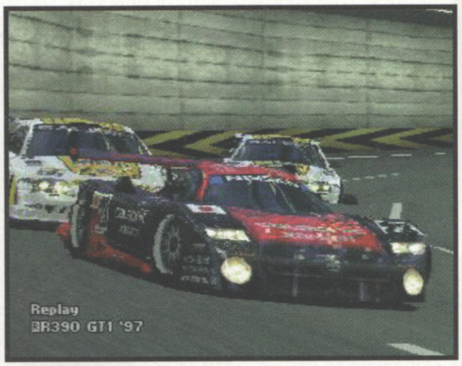
Gran Turismo 2 is the biggest racing game the PlayStation has ever seen. You've probably heard the numbers, but let's run through them again: there are nearly 600 basic car models to drive and many of them can be tuned up. Winning races and events unlocks special models, taking the final tally to over 1,000, with over 20 tracks in total.


Replay
Lancer Evolution VI GSR '99

Unfortunately, the big sports car-makers like Ferrari, Lamborghini and Porsche wouldn't allow their cars to be included in *GT2*. Thankfully, Lotus allowed the use of its Elise


CAR SELECTION
MINI Cooper 1.3i
FF 61hp

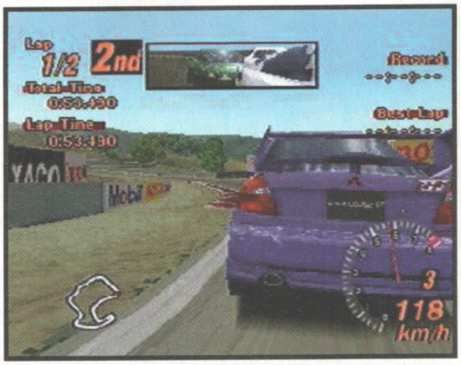
The balance of manufacturers still favours Japan, but European and American companies are well represented. How much more English can you get than the Mini?


Replay
BR390 GT1 '97

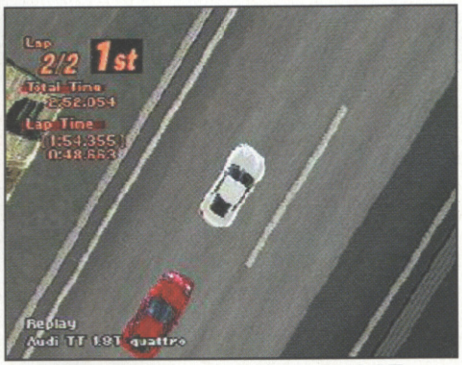
Even in the absence of the Italian speed demons, there are plenty of rapid motors to excite you. A series of Le Mans-style GT cars are hidden away, giving an awesome sensation of speed

BRAINS POWER-UP

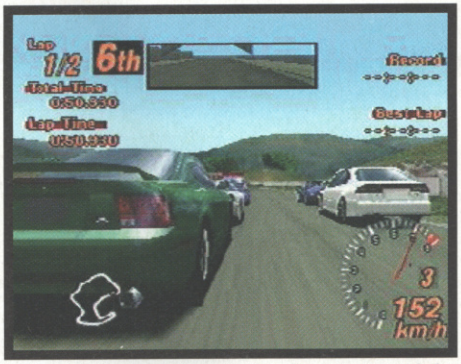
On paper, the biggest improvement in *GT2* is that the game is so much bigger. More subtle improvements include the artificial intelligence of the computer cars. No longer do they follow the racing line in an orderly convoy, preferring to jostle each other realistically for top spot, making for a better solo game because you've got to be clever to win.


Lap
1/2
2nd
Total Time
0:53.490
Lap Time
0:53.490
Record
Best Lap
3
118
km/h

Rival cars will block you mercilessly this time around, so make sure you've got the speed right before attempting a pass. Clattering into the back of them won't help you out


Lap
2/2
1st
Total Time
2:52.054
Lap Time
1:54.355
0:48.663
Replay
Audi TT 1.8T quattro

See how the red Fiat Coupe has tucked in behind the Audi TT, slipstreaming on the straight. Sitting behind another car means you're not battling wind resistance, so you can go faster

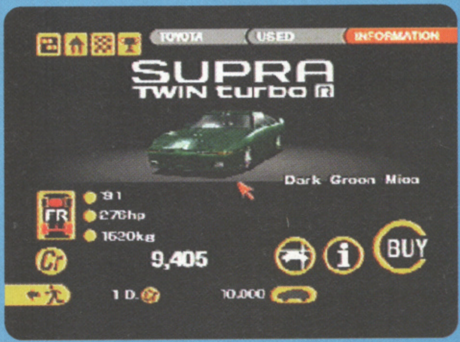

Lap
1/2
6th
Total Time
0:50.930
Lap Time
0:50.930
Record
Best Lap
3
152
km/h

Each car is trying to beat the rest, and they'll try some pretty daring overtaking moves. Sometimes you're best to hold back and dodge through the resulting carnage

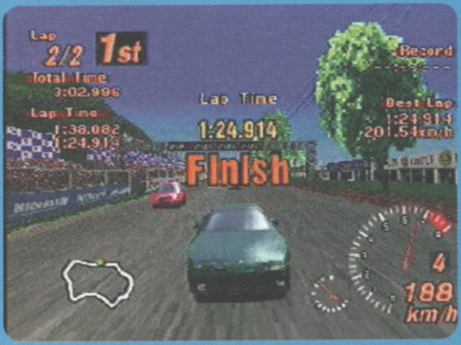
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUI

STARTER MOTOR

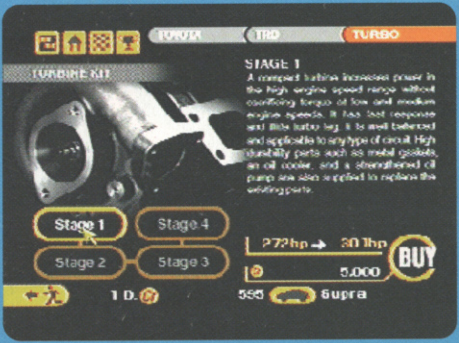
GT2 doesn't give you much wonga for your first car but you'll want something quick enough to win races to boost your funds. Go cheap first off, but powerful enough to catch up if you spin out in the race.


TOYOTA
USED
INFORMATION
SUPRA
TWIN turbo R
Dark Green Mica
FR
'91
276hp
1620kg
9,405
BUY
1 D.
10,000

Head for East City and check out Toyota's secondhand stuff. You'll find the '91 Supra Twin Turbo R – looks like a shed and goes like stink. Its basic 272bhp will kill the competition in the Sunday Cups


Lap
2/2
1st
Total Time
3:02.996
Lap Time
1:38.082
1:24.914
Lap Time
1:24.914
Record
Best Lap
1:24.914
201.54km/h
Finish
4
188
km/h

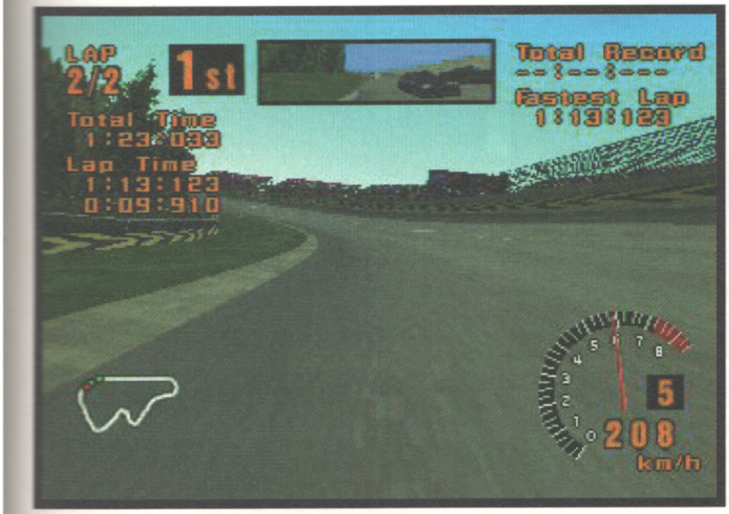
OK, you've done the damage in the Sunday Cup and you want to move on to bigger things. Don't blow your cash on a new motor: a few choice upgrades will send your Supra soaring into the big league


TOYOTA
TRD
TURBO
TURBINE KIT
STAGE 1
Stage 1
Stage 4
Stage 2
Stage 3
272hp → 301hp
5,000
BUY
1 D.
595
Supra

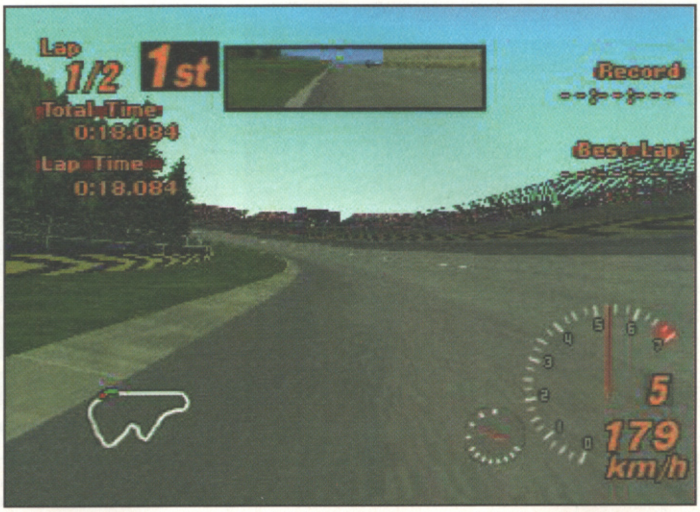
New sports tyres will help grip and sports suspension will give you better handling. For a power boost you should fit a stage one turbo and a sports muffler. But don't neglect handling for raw horsepower

SPOT THE DIFFERENCE

Ardent *Gran Turismo* players will power-up the sequel and get a bit of a shock. The in-game graphics appear identical to the first game. We did a side-by-side test on a track common to both versions – the High Speed Ring – and were very surprised at the results. Can you tell which is which?


LAP
2/2
1st
Total Record
Fastest Lap
1:13:123
Total Time
1:23:033
Lap Time
1:13:123
0:09:910
5
208
km/h

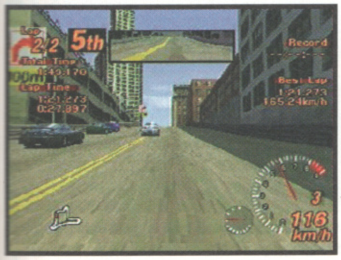
GRAN TURISMO **The graphics were amazing when *GT* came out three years ago and even then we thought that the game was pushing the PlayStation to the absolute limit**


Lap
1/2
1st
Record
Total Time
0:18.084
Lap Time
0:18.084
Best Lap
5
179
km/h

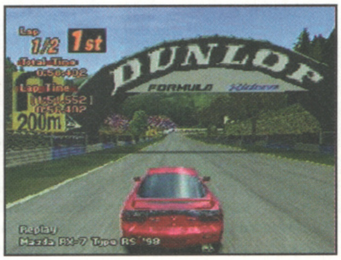
GRAN TURISMO 2 **The track detail is identical, but before you scream, "Rip-off" it's worth knowing that the rival cars behave much more realistically**

COURSES FOR CONCERN

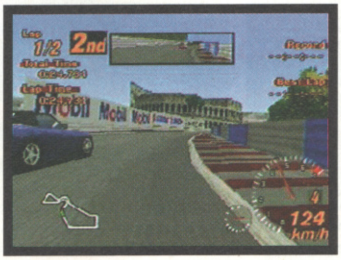
Another reason why *Gran Turismo 2* is the finest racer ever is the superb selection of courses. Alongside traditional race circuits like the High Speed Bowl and Laguna Seca, you get to tear up city streets *Ridge Racer*-style on the Seattle course and tour a picturesque Alpine village at Grindlewald.


2/2
5th
Record
Best Lap
3
116
km/h

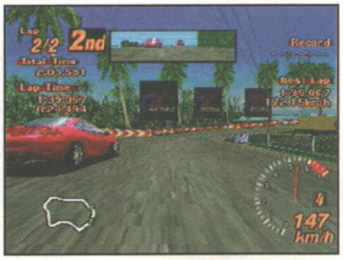
The Seattle Short Course. Its twisty bends and long hill-climbs are reminiscent of *Ridge Racer 4*


1/2
1st
DUNLOP
200m
Replay
Mazda RX-7 Type RS '99

Apricot Hill Speedway is built for speed. With no nasty corners, bury that throttle and go for it


1/2
2nd
Record
Best Lap
Mobil
4
124
km/h

The Rome Circuit features architecture like the Coliseum, though it's not really based on Rome

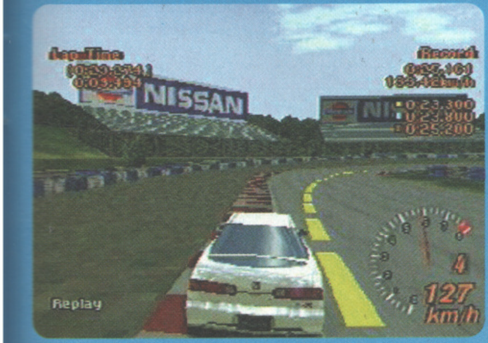

2/2
2nd
Record
Best Lap
4
147
km/h

If you want blue skies and palm trees, then head for Tahiti. It's the first course you race on in *GT2*

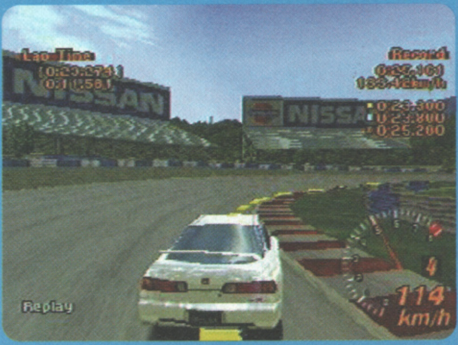
E INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

DRIVING BASICS

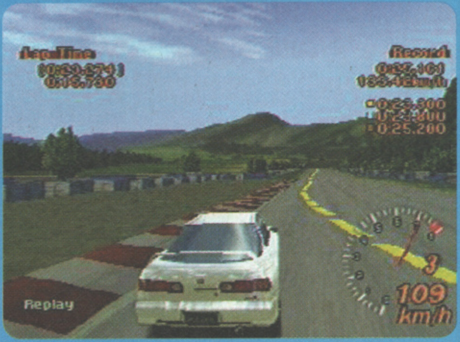
If you're patient and really want to know the ins and outs of this game, then persevere with the licences. They teach you how to drive a car like a professional racing driver. Remember, the key is smoothness


Lap Time
Record
NISSAN
0:23.300
0:23.800
0:25.200
4
127
km/h
Replay

The trick with cornering is to try to straighten the corner as much as possible. With this in mind you should be entering in wide, braking as you turn in.


Lap Time
Record
NISSAN
0:23.300
0:23.800
0:25.200
4
114
km/h
Replay

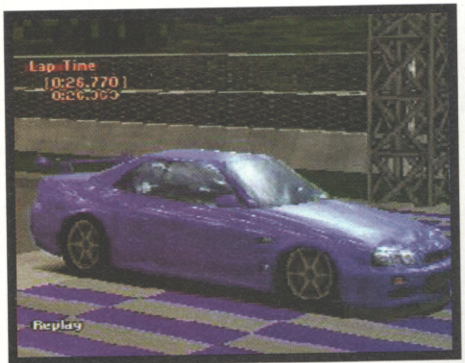
The next step is to steer towards the inside of the bend – the apex. This gives you the straightest possible line through the corner, meaning you can take it faster


Lap Time
Record
0:23.300
0:23.800
0:25.200
3
109
km/h
Replay

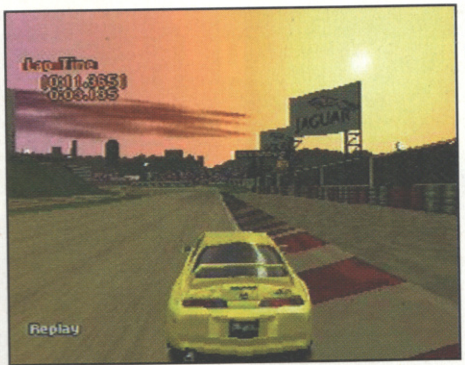
Get back on the juice as you exit and with luck you'll leave your less technical opponent trailing in your exhaust fumes. If you hear tyres screeching then you're losing traction and therefore speed

LICENSED NOT TO THRILL

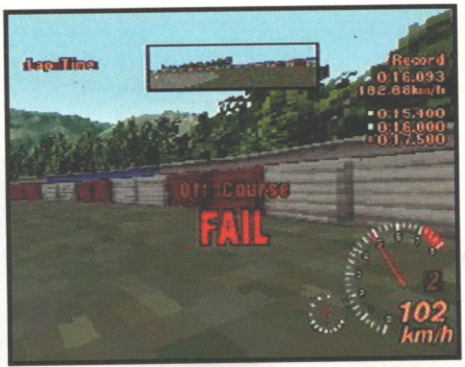
Some players felt the biggest plus point of the original game was the inclusion of the licence tests, which you needed to pass to enter higher levels of racing. Whereas the original had three licences made up of eight tests each, *GT2* has six licences to pass, with a massive 60 tests in total. The tests are easier this time round.


Lap Time
[0:26.770]
Replay

The tests teach you vital driving skills that will stand you in good stead for later racing, although they can get boring and frustrating


Lap Time
JAGUAR
Replay

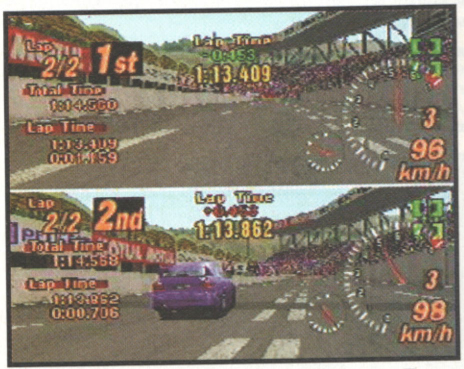
At the International C class licence, things are starting to hot up. You have to navigate tricky corners quickly, without leaving the track


Lap Time
Record
0:16.093
Off Course
FAIL
102 km/h

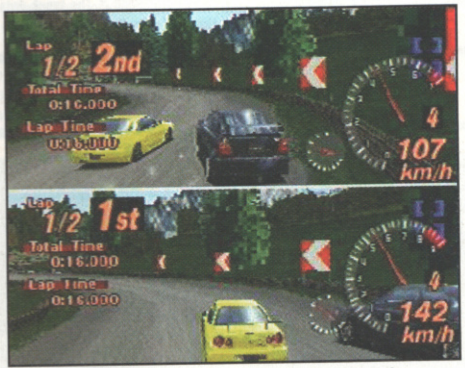
When you've the sixth and final set of S licences, you're asked to complete flawless laps of the trickiest courses against the clock

REAL COMPETITION

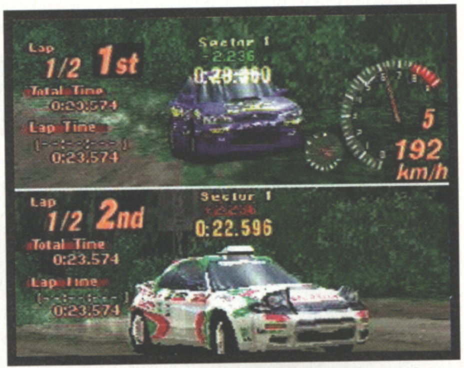
While the computer cars test your motoring skills, the ultimate race in *GT2* comes when you go against a mate. Two-up mode on the Arcade disc means just that – two players only, so no computer cars. There's no four-player mode, either split-screen or linked-up, but how often have you sat round with three friends to play a serious racer?


Lap 2/2 1st
Lap Time 1:13.409
96 km/h
Lap 2/2 2nd
Lap Time 1:13.862
98 km/h

For maximum thrills, you've got to play in first-person view. The game engine keeps a good speed up even in two-player mode and there's no rush like giving a mate a good hiding


Lap 1/2 2nd
107 km/h
Lap 1/2 1st
142 km/h

If you choose to play the game in a third-person view, you're missing out. Sure, it's a little easier, but wouldn't you rather play in-car and retain the respect of your friends?


Lap 1/2 1st
Sector 1
192 km/h
Lap 1/2 2nd
Sector 1
0:22.596

The game's famous replay mode doesn't look as good in two-player mode as it does in single-player. The letter-boxed view cuts down on the visual impact of the flashy camera work

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

WHICH DRIVE IS FOR YOU?

Front-wheel drive, rear-wheel drive, four-wheel drive. What the heck is the difference and which should you choose? Read on...

Replay
Lancia Delta HF Integrale

A front-drive car like the Fiat Coupe is forgiving on the beginner. They turn in sharply while braking, but then try to drift towards the outside of the corner (called understeer). You really need to master the apex cornering technique to get the best times in these

Lap 1/2 4th
Record
Best Lap
Replay
BMW 328i
99 km/h

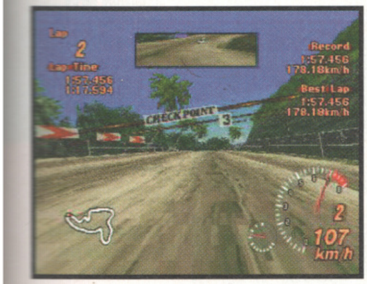
Rear-drive cars like the BMW 328i are trickier to get the best out of, but perform better in expert hands. They accelerate quicker, but oversteer in corners as the back end swings round. Steer against this swing to prevent spinning out

Lap Time
Record
Replay
116 km/h

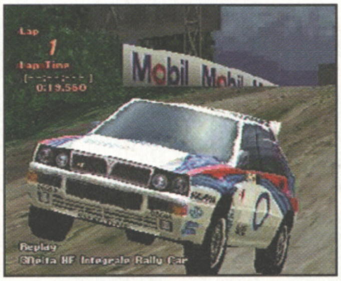
4WD cars like the Subaru Impreza are stable and pretty well essential for safely negotiating rally courses. They're balanced and neutral through corners, and grip amazingly with their four-wheel traction. They corner like they're on rails, in fact. Nice

RALLYROUNDS

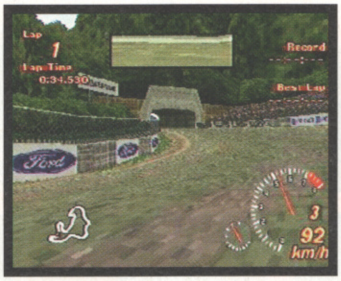
The major addition to *GT2* over the first game – and the gamers are looking forward to most – is the Rally mode. Comparisons will immediately be made to *Colin McRae*, but the games are very different. *GT2*'s game is more reminiscent of the *Sega Rally* series than Codemasters' classic. It's a cracking addition and once you've mastered the varied handling of rally cars you'll love it.



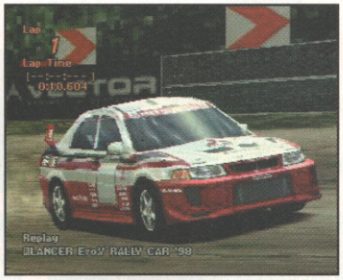
The first-person view. Remind you of a certain rally game by Sega? Nice wide tracks, twitchy cars, big powerslides. Tasty



The seriously swift Lancia Delta Integrale flys the flag for the old school rally brigade. Looks fantastic and handles superbly



The Green Forest Roadway circuit offers slightly more grip on its gravel surface and some neat covered sections to motor through



The World Rally Championship-winning Lancer Evo 6 is one of the most desirable cars in the game, on the track or on the mud. It's a beast

WHAT WE THOUGHT

PROCEED WITH CAUTION

GT2 is a brilliant game. It thoroughly deserves five stars when judged on its own merits, but we've some reservations about recommending it to people who own the first game. The graphics are identical and the gameplay is tweaked rather than reinvented. The original *Turismo* was a winning formula, but you might feel slightly short-changed. The Rally mode is great, but if you're looking for the best digital rallying experience, *Colin McRae* still holds the crown.

BIG AND CLEVER

If you're a petrol head, the level of detail here will astound and delight you. If you're looking for a game you can sink into for months, *GT2* is a winner. Splitting the GT and Arcade modes was a masterstroke, effectively giving you two games in one, and the all-new Rally mode is a fantastic freebie. The enormously improved computer artificial intelligence adds shine to an already near-perfect package.

REAL PHYSICS

Gran Turismo was renowned for its car physics and *GT2* doesn't mess with the formula. It's still not possible to roll any of the cars – even in Rally mode – giving your crashes less impact, but car handling is commendably distinct from model to model. Proper car geeks will get a rush from the enhanced tuning options, like being able to set limited slip differential and aesthetic touches like being able to fit alloys.

CHEQUERED FLAG

Gran Turismo 2 offers more depth and detail than any other driving game, but don't expect to love it unless you're into driving games. The GT mode is as daunting a single-player journey as any role-player and equally rewarding. It's a shame that you can't buy any of the non-Japanese cars second-hand in this mode, but knowing that you've got to buy that awesome Lotus Elise brand new gives you another incentive to keep winning races.

computer and video Games

★★★★★

IF YOU LIKE THIS TRY THESE...

Gran Turismo (PS), *TOCA Touring Cars 2* (PS, PC), *Colin McRae Rally* (PS, PC), *Rally Championship* (PS, PC)

COMPETITION

Sony has given us a bag load of *GT2* goodies to give away. If you fancy getting your hands on an exclusive *Gran Turismo 2* t-shirt or record bag, you'll need to use your mind on the following question:

Which of these famous cars does not appear in *Gran Turismo 2*

1. Lotus Elise
2. Audi TT
3. Ferrari 355 Maranello

Entries marked 'GT 2 Swag' to the usual address.

Your Name: . . . .

Your Address: . . . .

. . . .

. . . .

Your Age: . . . .

Machine(s) Owned . . . .

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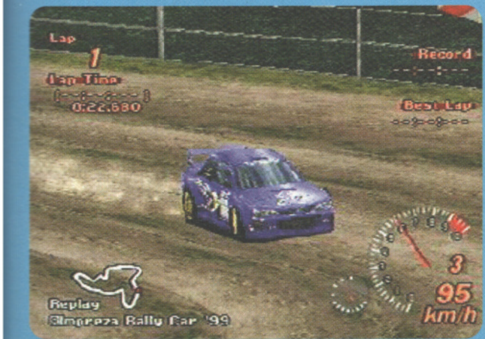
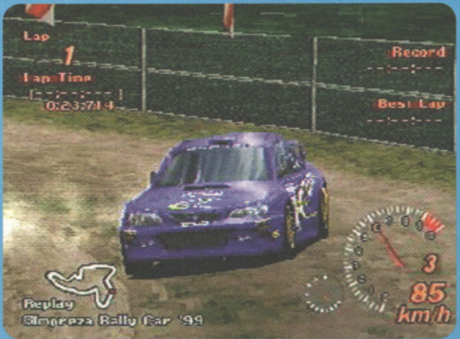
E INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

RALLY MASTER

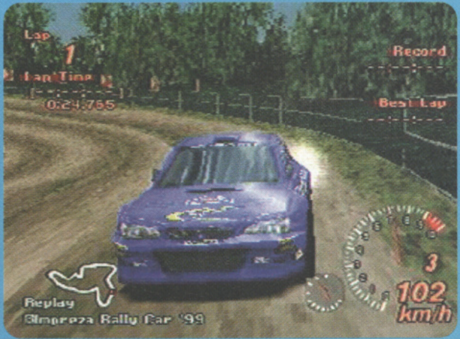
Braking in rally cars isn't just about lowering speed, it's also a vital tool for car positioning. Hit the brakes and steer hard on mud and the car swings round for some mad oversteer. Drift the car round corners in this way



When entering into a corner, dab the brakes repeatedly to send the car into a powerslide. Adjust your direction while sliding, and reapply the power to regain traction inside the corner



When you've passed the apex of the corner, straighten the car out. It'll continue to drift sideways if your speed is right and you accelerate out in a straight line - hopefully without clipping walls



Exiting a corner facing sideways means you have to make a quick steering adjustment to get yourself facing the right way, losing precious time and speed. You might even spin out

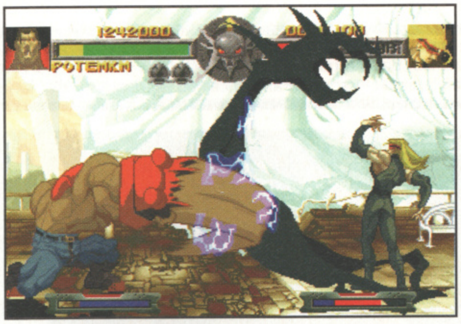
PlayStation

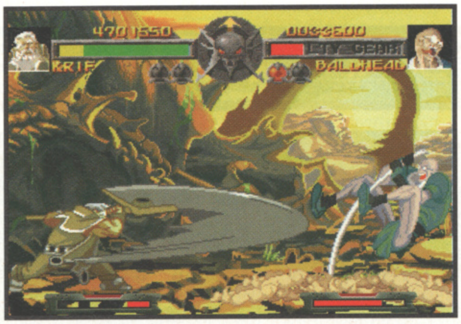
COST: £29.99

OUT: FEB

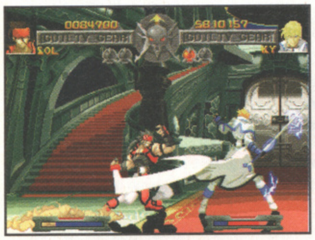
MULTIPLAYER: **1-2**

COMPATIBLE: **MEMORY CARD**

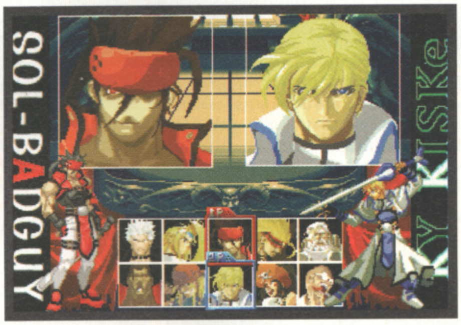


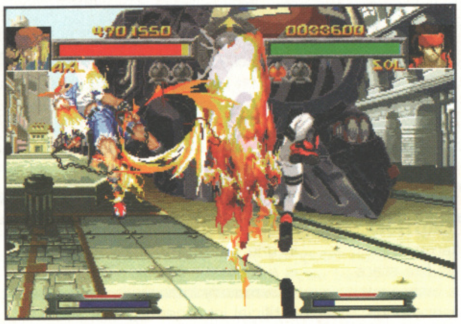


Some characters in *Guity Gear* are odd, to say the least. Here we have old man Krif with his infeasibly large sword, facing off against Baldhead, who looks like a drugs hallucination and stands as tall as the screen when fully upright. Hmm…



Check out the hairdos on these guys. Japanese games characters always have massive quiffs, which are impossible to recreate in real life. And we try to everyday





Suggested cusses after you've just annihilated a newcomer with a crazy destroy move:

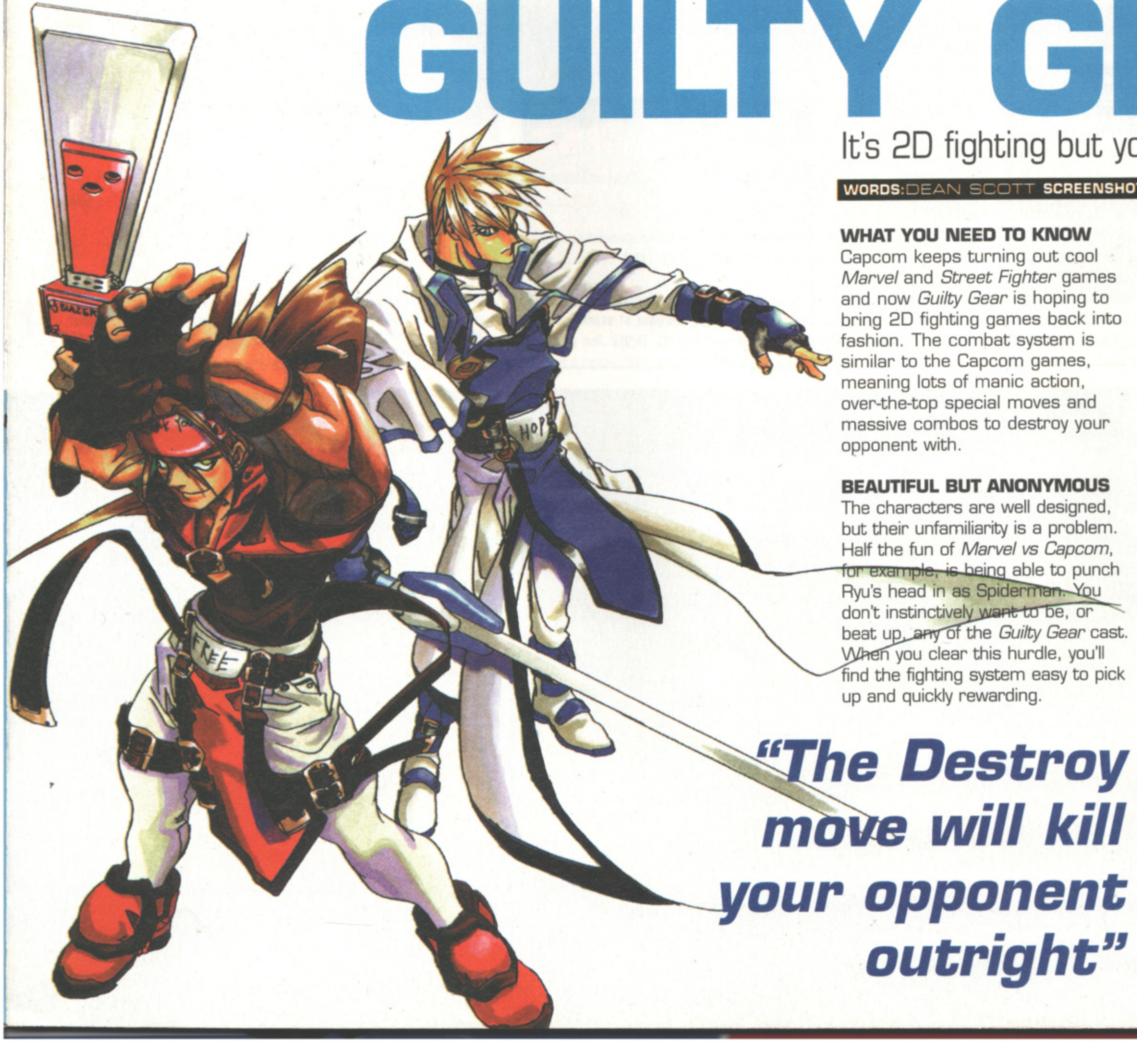
1. If you're not going to bother trying I wish you wouldn't come round here

3. Die you little slut!! I am god

GUILTY GEAR

It's 2D fighting but you can't be Ryu

WORDS:DEAN SCOTT **SCREENSHOTS:**STUDIO 3



WHAT YOU NEED TO KNOW

Capcom keeps turning out cool *Marvel* and *Street Fighter* games and now *Guilty Gear* is hoping to bring 2D fighting games back into fashion. The combat system is similar to the Capcom games, meaning lots of manic action, over-the-top special moves and massive combos to destroy your opponent with.

BEAUTIFUL BUT ANONYMOUS

The characters are well designed, but their unfamiliarity is a problem. Half the fun of *Marvel vs Capcom*, for example, is being able to punch Ryu's head in as Spiderman. You don't instinctively want to be, or beat up, any of the *Guilty Gear* cast. When you clear this hurdle, you'll find the fighting system easy to pick up and quickly rewarding.

INSTANT DEATH

Speaking of quick rewards, *Guilty Gear* breaks new ground by giving each character a Destroy move. This kills your opponent outright and will even end a fight in round one. It's perfect for that hardcore moment against a newcomer. This might enrage beat 'em-up veterans, but it adds an edge to the game.

WORTH PLAYING?

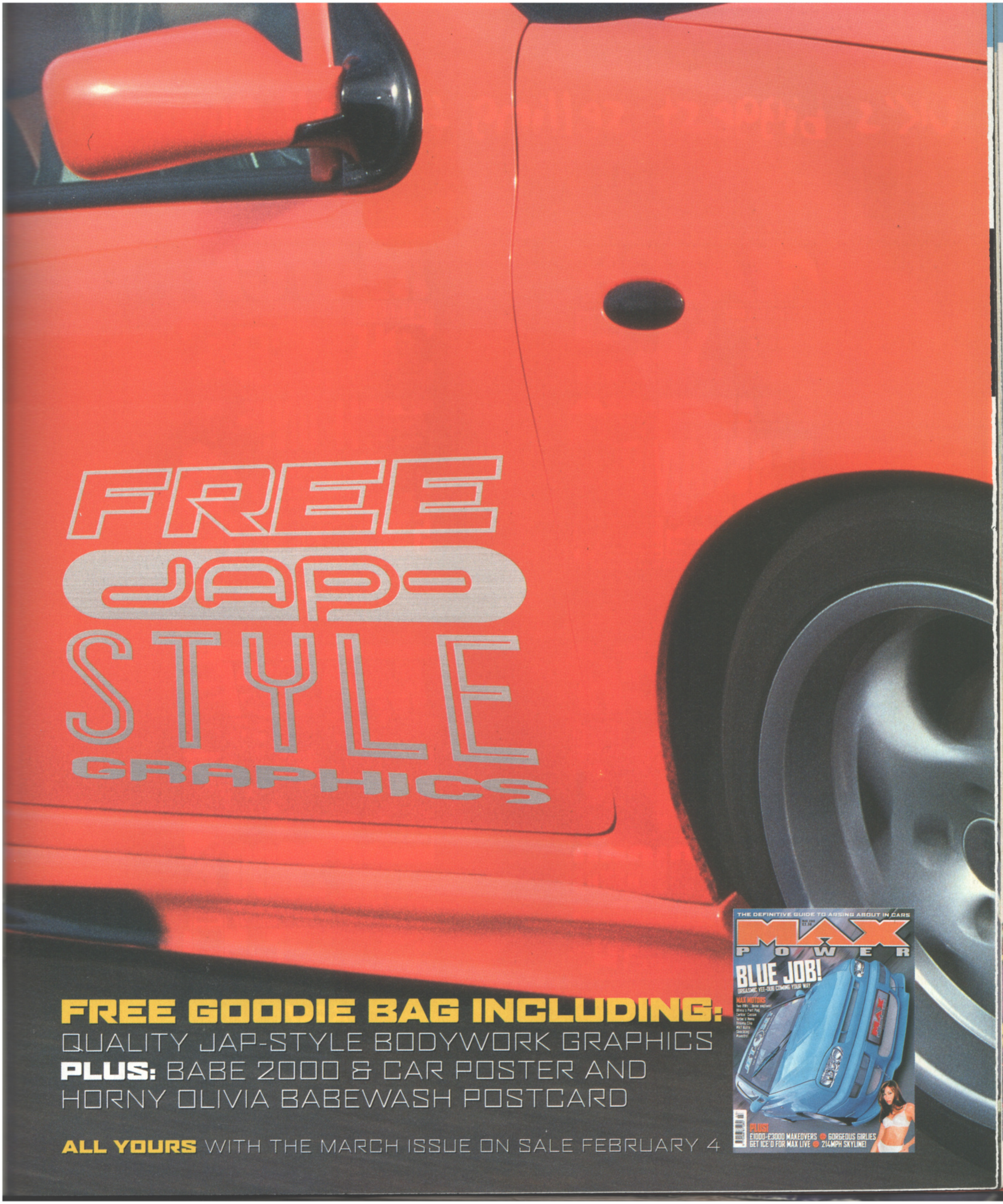
It's a good game, and fight fans who can see beyond *Tekken 3* should definitely try it out. It's a solid 2D ruck that looks good and plays well, but falls short of the enduring quality of the *Street Fighter Alpha* series. It's a shame there aren't a few more characters – you start with ten and can unlock three bosses to use in the versus mode – but you'll grow to like them all.

> **"The Destroy move will kill your opponent outright"**

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE…
Tekken 3 (PS), *Marvel vs Capcom* (DC, PS), *Street Fighter Alpha 3* (DC)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PHILLIPS ★ REDKNAPP
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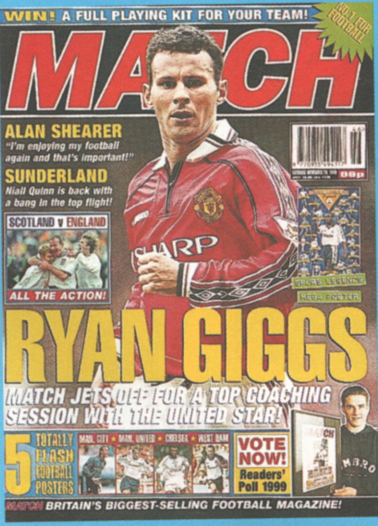
MATCH facts EVERY GOAL ★ EVERY GAME ★ EVERY WEEK!

THE BEST POSTERS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RYAN GIGGS "MY EXCLUSIVE GUIDE TO EUROPE!"
KEVIN PHILLIPS
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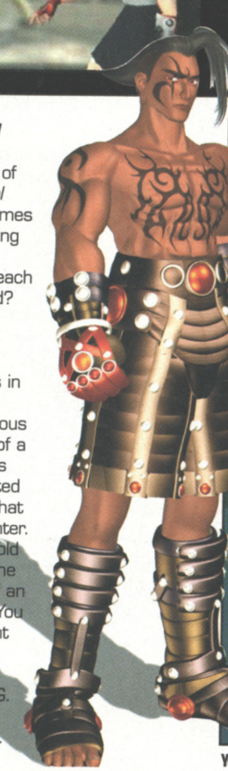
WORDS & SCREENSHOTS LEE SKITTRELL

EHRGEIZ

It's *Final Fantasy* – and a whole lot more

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-2**
COMPATIBLE: **JOYPAD/ DUAL SHOCK**

The stunning opening sequence sets the scene for the carnage that follows



WHAT YOU NEED TO KNOW

Look at your PlayStation games collection. Betcha got a version of *Tekken* in there, right? And *Final Fantasy VII*? Imagine the two games mixed together – hardcore fighting in an RPG and your favourite adventure characters knocking each other out in a 3D fighter. Excited? Thought you might be.

CROSSOVER CORNER

Ehrgeiz is essentially two games in one with a story that combines them. Fifty years ago, a mysterious weapon was found in the ruins of a German castle. The weapon was named Ehrgeiz and was presented to the winner of a tournament that decided the world's greatest fighter. Now the Ehrgeiz is thought to hold the secrets of immortality and the key to unravelling the mystery of an ancient site in the Middle East. You can either play in the tournament for the Ehrgeiz or as a pair of archaeologists exploring the excavation site in a full-scale RPG. There's also a selection of mini-games themed around the story.

FIGHT NIGHT

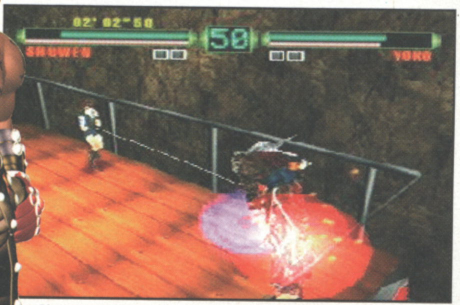
Tournament mode features ten great characters to fight with, including Cloud, Tifa and Sephiroth from *Final fantasy VII*. The action takes place in multi-level arenas similar to *Power Stone*; the trick is to use the ring to your advantage. Characters are well animated and the special moves are awesome.

AND IN THE MIDDLE-EAST...

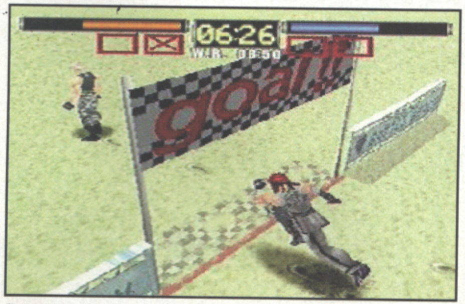
The Ehrgeiz Quest mode starts with two archaeologists, Koji Masuda and Clair Andrews, investigating a mystical site in the Middle East, but it's not long before they're sucked into a parallel dimension of strange villages, mutant creatures and deadly dungeons. The action is a mixture of talking to people, finding clues to solve puzzles and fighting the hordes in various dungeons.

WORTH PLAYING?

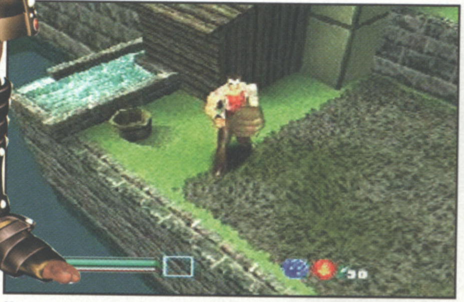
Ehrgeiz is a quality package and the sheer size of what's on offer will blow you away. The Tournament mode offers great fighting action with ace characters, while the Quest mode will keep you occupied for ages. The mini-games are also fun, especially in two-player mode. Highly recommended.



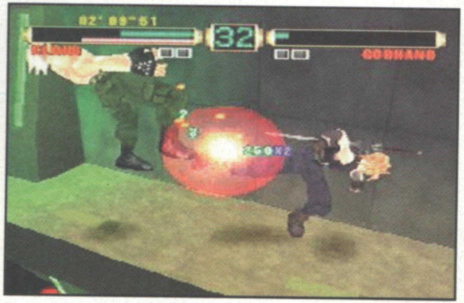
Shuwen gets caught up in Yoko's yoyo special



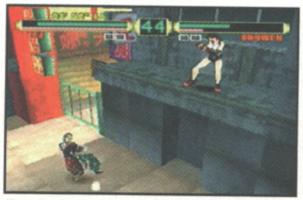
Button-bashing fun in the Battle Beach mini-game



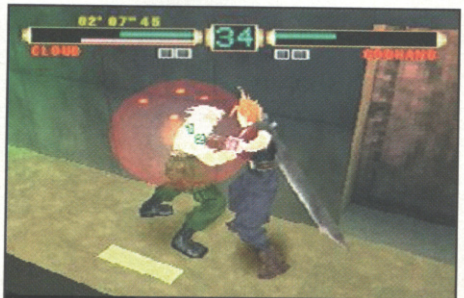
Your quest starts in this eerie village – be sure to explore properly



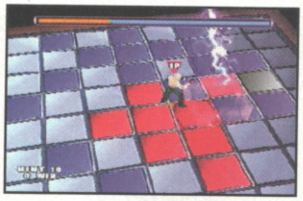
The inclusion of *Final Fantasy VII* favourites is a great idea



Use the ledges to trick your opponents into an attack or for launching projectiles



Cloud wrestles with the brutal Godhand but with that sword, how can he lose?



computer and video Games

★★★★

Powerstone (DC), *Final Fantasy VII/VIII* (PS, PC)

PlayStation

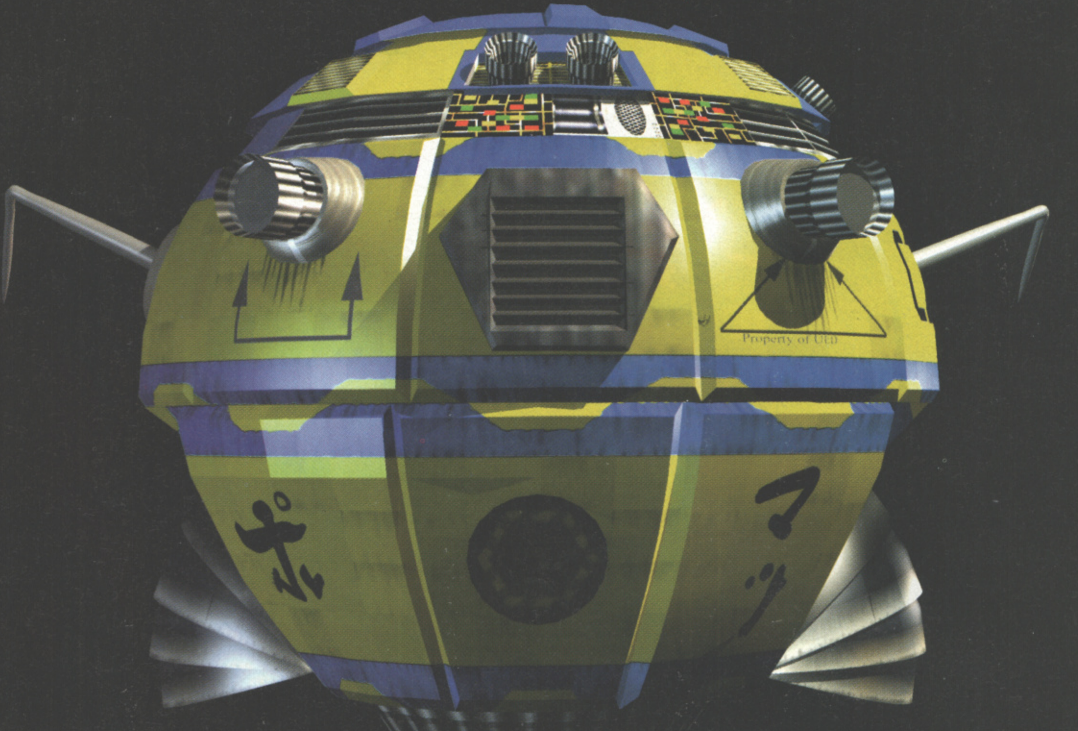
COST: **£34.99**
OUT: **FEB**

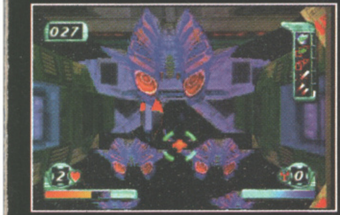
MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/ DUAL SHOCK/ MEMORY CARD**

WORDS & SCREENSHOTS: MAURA SUTTON

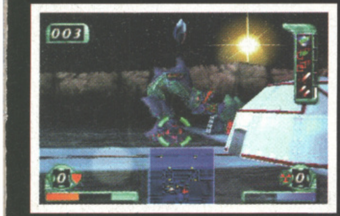
SPACE DEBRIS

Gut-rumbling arcade action invades your living room



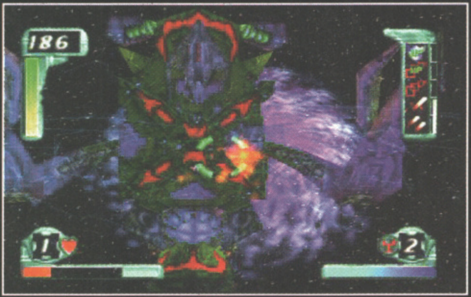


You don't get time to blink, let alone breathe

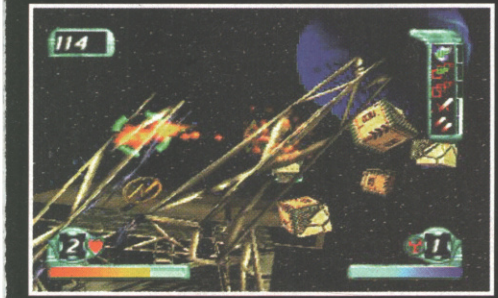


Some people really hate the Millennium Dome

> “A testament to the true powers of PlayStation”



You have to shoot this boss in the crown jewels to beat him



The packing crates from hell are after you

WHAT YOU NEED TO KNOW

Space Debris starts off looking like a straightforward 3D space shoot 'em up and swiftly turns into something much more challenging and much more bonkers. The bombastic cut scenes reveal a tale of everyday intergalactic warfare but the gameplay itself is well on the twisted side of crazy. Basically, playing *Space Debris* is like taking control of your own blockbuster space movie. Only you don't have to deal with the inflated egos and paychecks of Hollywood stars.

SPACE ODDITY

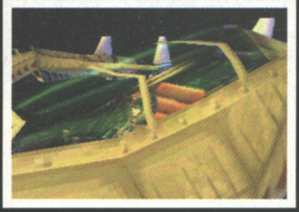
The basic controls are simple enough and shouldn't take even total dead-heads long to master. On the opening level you have to battle your way across a constantly scrolling screen, dodging huge chunks of space junk and blasting the incessant waves of enemy craft with a variety of missiles, smart bombs and regular shooters. By the time you reach the second level you realise that this game has much more to offer than just a huge 3D space battleground. Now you find yourself patrolling a small research station and attempting to destroy a heavily armoured robot before it bashes the roof in.

BATTLESTAR GIGANTICA

Everything about *Space Debris* is big and bold. The colours are bright, the explosions are huge and the ships and aliens are monstrous. It pretends to be simple and old-fashioned, but in reality, it's a testament to the true powers of the ageing PlayStation. Years ago you would have to spend a fortune in a dingy arcade to experience such power. Now it all fits in that little grey box. That's progress. Pity we've had to wait till just before its replacement arrives.

WORTH PLAYING?

Even if you usually hate scrolling arcade-style games you can't help but love *Space Debris*. It's a dazzlingly colourful adventure with larger-than-life baddies that will have you laughing yourself stupid. Many games attempt to bring the arcade into the living room but *Space Debris* actually succeeds. It's big, and it's very, very clever.



computer and video Games

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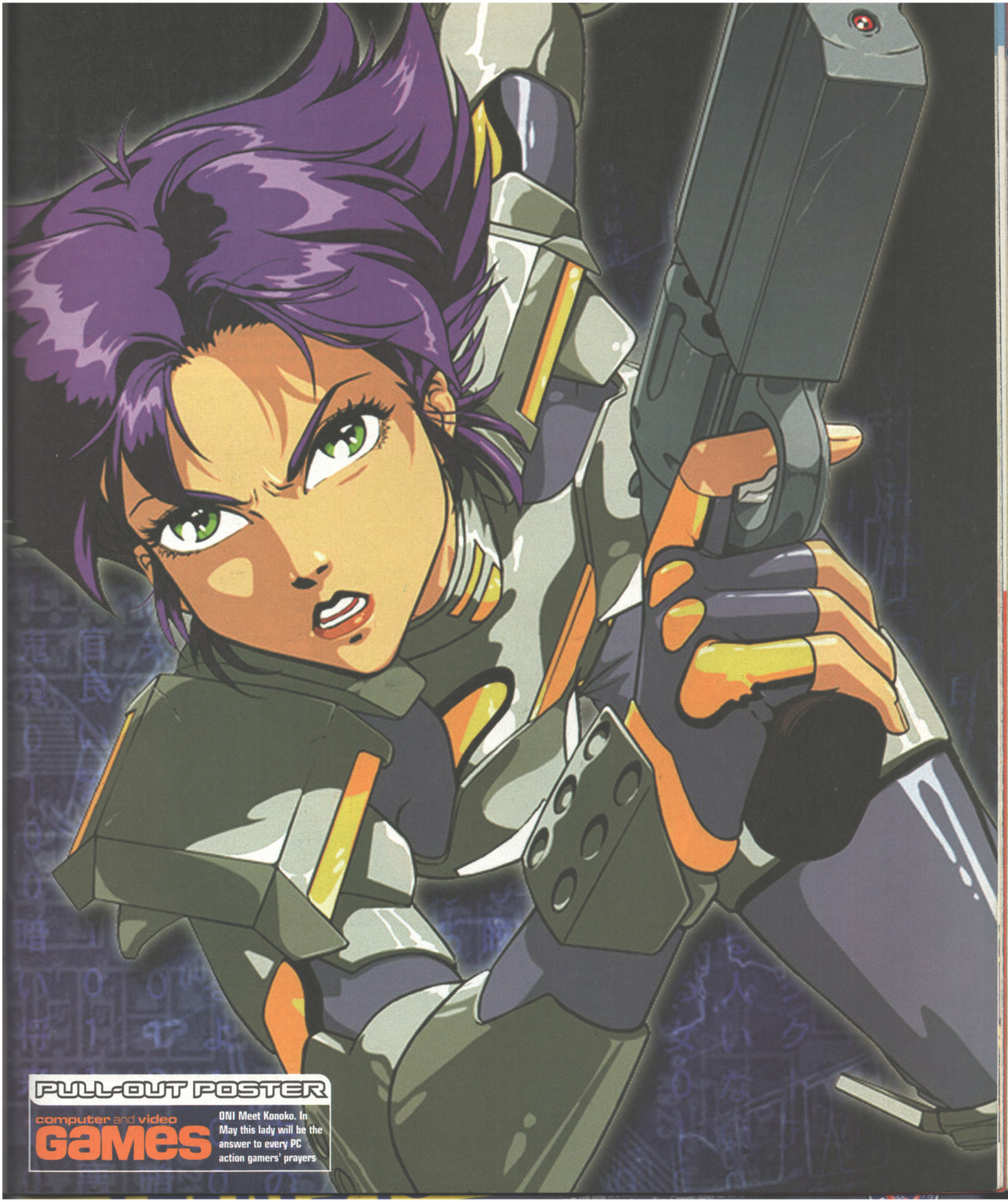
IF YOU LIKE THIS TRY THESE...
R-Type Delta (PS)



PULL-OUT POSTER

computer and video GAMES

ONI Meet Konoko. In May this lady will be the answer to every PC action gamers' prayers

COST: £49.99
OUT: MARCH

MULTIPLAYER: 1-2
COMPATIBLE: JOYPAD/ BEAT MANIA DECK CONTROLLER/ MEMORY CARD

BEAT MANIA

Re-e-wind. This goes out to all the DJs

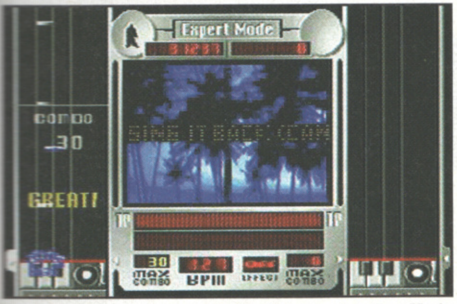
WORDS & SCREENSHOTS: SCRATCHMASTER SCOTT

Six months ago if you tried to plug some record decks into your PlayStation you would've probably been put in a mental home. You'd get electric shocks to the nipples while a fat orderly shouted "JOYPAD!!" in your ear. Times have changed. *Beat Mania*'s got its own deck-style controller, and if you want to get seriously jiggy with the coolest PlayStation game this year, you'd better splash out.

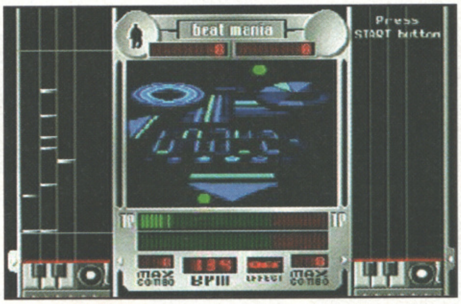
> ***"Big up the massive! We is spreadin' the love!"***

BEAT COMBOS

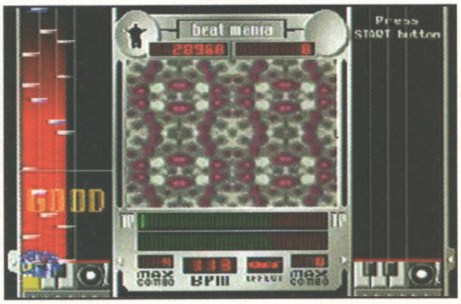
At its heart, *Beat Mania* is a rhythm-action game, pure and simple. A series of bars on the screen tell you which notes you should be playing as you jam along with some classic dance records. Each tune is given a difficulty rating, and the tougher ones require insane co-ordination and rhythm. If you've performed well, you'll progress to the next song. If not, you'll be booed off stage.


Expert Mode
combo
30
GREAT!
MAX COMBO
BPM

This is how Moloko's house classic Sing It Back looks in *Beat Mania* notation. It's simple and familiarity with the tune'll sail you through


beat mania
Press START button
MAX COMBO
BPM

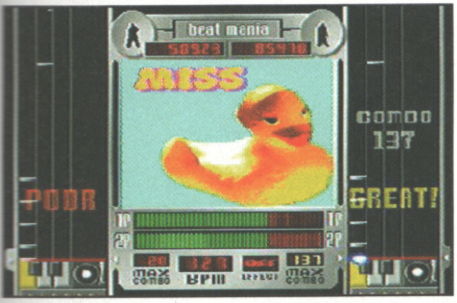
Things are starting to heat up. Notice how you're having to play two notes at once, so make sure you're used to your button set-up


beat mania
Press START button
GOOD
MAX COMBO
BPM

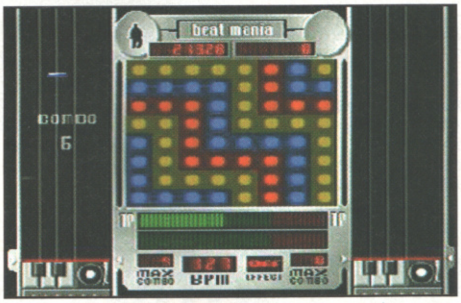
This mash of notes will make a tune if you've got the superhuman skills to make it happen. Even *Mozart Mania* couldn't be tougher

DJ SOUNDCLASH

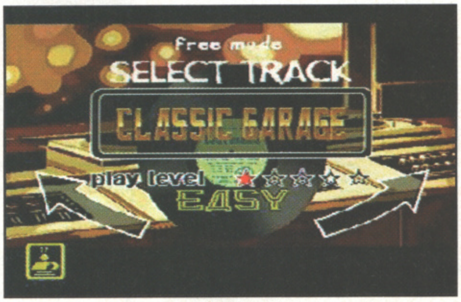
Beat Mania offers up a few play options but they're all pretty similar. The best of the bunch is a two-player battle mode, where you share responsibility for knocking out the tune with a mate. It's like a proper DJ soundclash, and if you come out the winner, you get to cuss your mate's skills and diss up his club.


beat mania
MISS
POOR
combo
137
GREAT!
MAX COMBO
BPM

If you hope to win the two-player mode often, you'll need to master the art of throwing your hand down so it makes that slapping noise


beat mania
combo
6
MAX COMBO
BPM

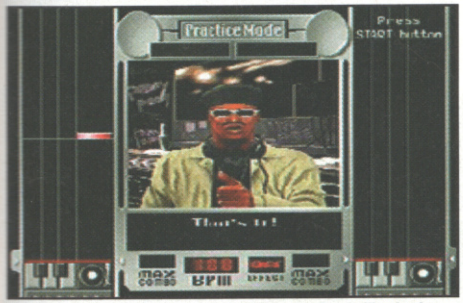
Try the hidden game, where you're told what notes to play, but not when to play them. You really need to know the tunes inside out


free mode
SELECT TRACK
CLASSIC GARAGE
play level
EASY

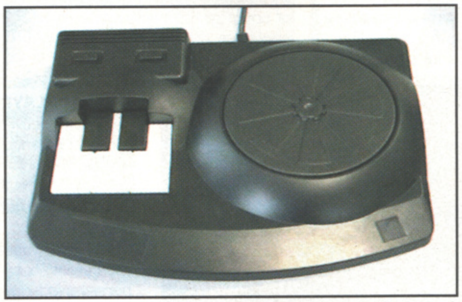
This is the tune select screen. Yes it's dull, but not as dull as another shot of *Beat Mania* in-game. The graphics are very basic

DJS TAKE CONTROL

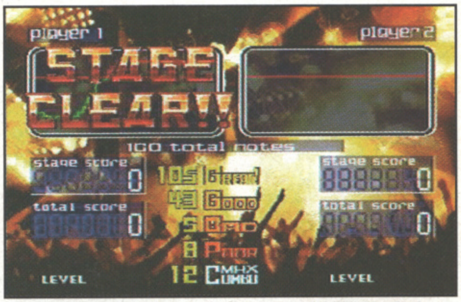
Beat Mania gives you a couple of control options. You can play it with a joypad, but you might need to spend time finding a button config, as the default settings are a nightmare. Budding DJs will go at it with the bundled deck controller. Not only does it look cool, it's easier to relate to the jumble of scrolling bars on the screens. You're friends will love it, too.


Practice Mode
Press START button
That's it!
MAX COMBO
BPM

This funky fellow pops up in the training mode. But, he'll only give you the basics, which won't help when the BPM count starts to rise



The *Beat Mania* deck. It looks exactly like the on-screen display, and you get your own 'Wheel of Steel' to scratch with. Except it's plastic


player 1
player 2
STAGE CLEAR!!
100 total notes
stage score
total score
105 GREAT
43 GOOD
5 BAD
8 POOR
12 MAX COMBO
LEVEL
LEVEL

After finishing a tune, a graph shows how you did. Finishing in the red means the club loved it while in the green means find a new job

WHAT WE THOUGHT

COOL AS FECK

There's never been a game as cool as *Beat Mania*. We don't mean that as a comment on its quality - good as it is - just that a DJ simulator is as far removed from the traditional view of games being slightly geeky as you can get. This works in its favour, and it will undoubtedly succeed on this merit.

BACK TO BASICS

The game itself isn't a classic - the gameplay is almost identical from level to level. It's great fun to play as it lets you build up tunes in a quicker and more competitive way than *Music 2000*, and you really have to work on your skills to progress. Ultimately though, it's a simple idea dressed up in some very cool music.

COMING DOWN

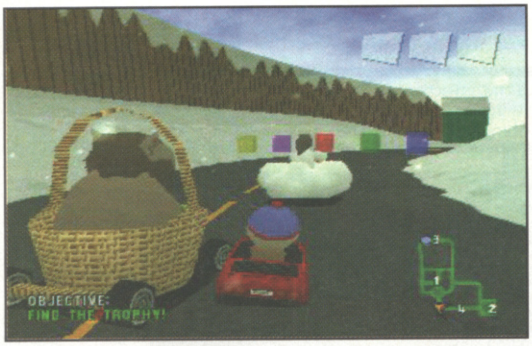
If all the tunes had been well-known, it would have helped the long-term replay value. As it is, you don't feel the same desire to mix unfamiliar tunes. If you're into clubbing check it out, but, like the music it simulates, *Beat Mania* isn't for everyone.

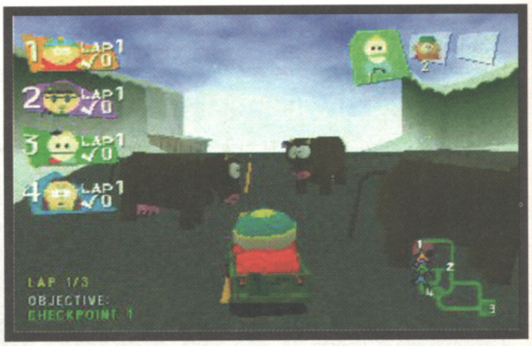
computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Parappa The Rapper (PS), *Wip3out* (PS), *Music 2000* (PS)

COST: £39.99
OUT: NOW
MULTIPLAYER: **1-2**
COMPATIBLE: **JOYPAD/ DUAL SHOCK**

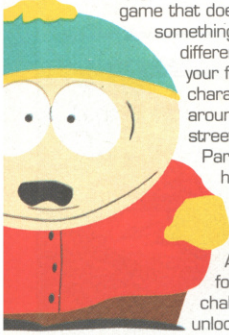




SOUTH PARK RALLY

WORDS & SCREENSHOTS LEE SKITTRELL

Not quite the cynical cash-in you expected



WHAT YOU NEED TO KNOW

Oh my god! It's a South Park game that does something a bit different. Race your favourite characters around the streets of South Park. Play in head-to-head mode against a mate, in Arcade mode for a quick challenge, or unlock a whole heap of extra South Park characters in the Championship mode. Weapons include Chef's chocolate salty balls and the world-famous Mexican staring frog. Sweet.

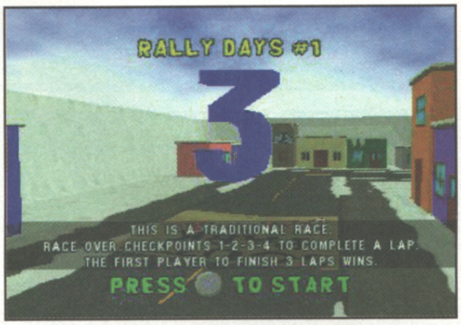
BEEFCAKE!

The best thing about *South Park Rally* is that it's not simply a *Mario Kart* clone. Sure, it borrows a great deal from *Mario Kart 64* – right down to the power-up cubes laying about the tracks, but the main difference between the games is that each level of *South Park Rally*'s Championship mode offers the player something different. The first stage is just a simple race over four checkpoints but the game soon sees you capturing a trophy and defending it in a cool Capture The Flag-style race. Later, you'll be collecting and depositing runaway chickens in the Read-a-Book Day competition, and even defending the world against the evils of Satan on millennium eve.

BIG GAY AL

The graphics in *South Park Rally* aren't anything to get excited about. The racers look OK, but the tracks are ugly. That said, they do capture the feel of South Park. The sound is superb with instantly recognisable samples and taunts as you pass your opponents. The unlockable courses in Arcade mode don't always have an obvious route and this can lead to missing checkpoints and ultimately losing the race. The two-player mode is a lot of fun and you can choose to include computer controlled racers too.

LAP 1/3
OBJECTIVE:
CHECKPOINT 1

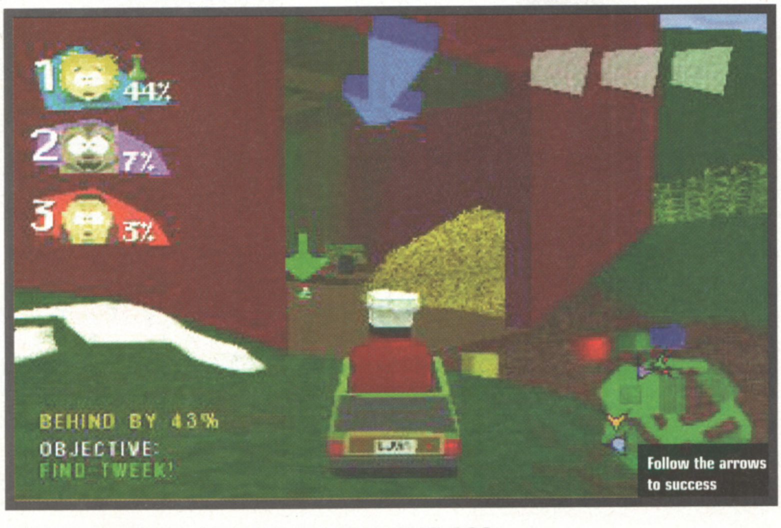


THIS IS A TRADITIONAL RACE.
RACE OVER CHECKPOINTS 1-2-3-4 TO COMPLETE A LAP.
THE FIRST PLAYER TO FINISH 3 LAPS WINS.

SUNDAY DRIVING

The key to unlocking courses and characters is the Championship mode. Each course is themed around a South Park public holiday and includes 14 different tracks. Only three of these courses offer traditional racing, while the others all feature variations on the Capture The Flag game. This break from tradition might ultimately put some players off. The difficulty level is high throughout and the awkward nature of some of the challenges may prove too much for even die-hard South Park fans.

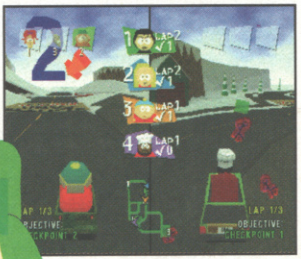
LAP 1/3
OBJECTIVE:



Follow the arrows to success

WORTH PLAYING?

If you can't stand South Park, then there's not a lot here for you. Fans, on the other hand, are sure to enjoy it. It's not an easy game, and unlocking all the extras to play in head-to-head mode is no mean feat, but persevere. *South Park Rally* attempts to do something different with the cartoon racer genre and is worth checking out for that fact alone. But, ironically, many will be put off because it's not a standard racer.



The two-player mode is excellent fun

computer and video games

★★★

Mario Kart 64 (N64), *Crash Team Racing* (PS)

PC CD ROM

COST: £19.99
OUT: NOW

MULTIPLAYER: **NO**
COMPATIBLE: **KEYBOARD/ JOYPAD/ JOYSTICK**

EARTHWORM JIM 3D

Superhero Jim returns in an udderly bonkers adventure

WHAT YOU NEED TO KNOW

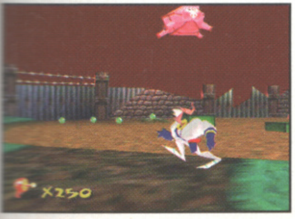
Damn those flying cows! Earthworm Jim has been splattered by one and lost his marbles. Your task is to venture deep into the twisted realms of Jim's psyche and piece together the missing bits of his brain in this 3D platformer.

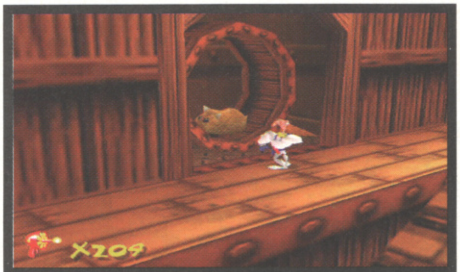
WHOA! NELLY!

Everyone remembers Jim's games for their wacky sense of humour and this PC version retains the crazy feel of his previous adventures. The levels are varied and challenging, with a hub-style system allowing access to later levels. The graphics are rather disappointing, with quite plain backgrounds and bland surfaces. The camera system is also fiddly as it doesn't follow behind you – making for some rather frustrating playing.

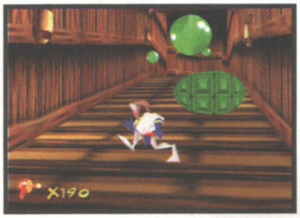
WORTH PLAYING?

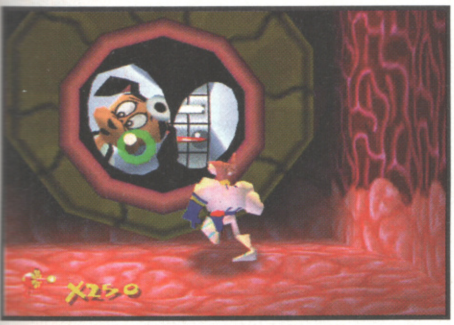
Earthworm Jim 3D was a long time coming and ultimately should have been better. The gameplay is sound and the humour is infectious, but the sub-standard graphics and annoying camera detract severely from the game. Jim fans – even Jim himself – deserve better.





Old favourites, like the useful hamsters, make an appearance in Jim's new game





computer and video Games
★★★

Rayman 2 (N64), *40 Winks* (PS/N64)

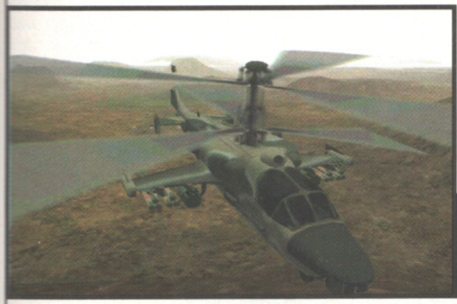
KA-52 TEAM ALLIGATOR

WORDS PETER WALKER **SCREENSHOTS** SIMIS

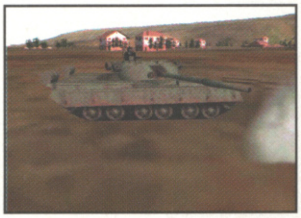
PC CD ROM

COST: £34.99
OUT: NOW

MULTIPLAYER: **1-2**
COMPATIBLE: **KEYS/JOYSTICK**



The Alligator's so ferocious it has two sets of blades, making it well nippy



WHAT YOU NEED TO KNOW

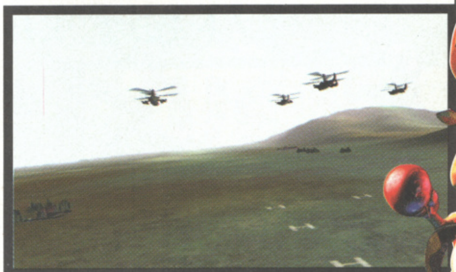
Chopper sim where you fly Russia's formerly top secret super-weapon across all sorts of terrain in hotspots around the former Soviet Union. You've got a whole flight of the double-bladed behemoths to fly and command as you support ground forces through a handful of campaigns.

BITE ME

The training sessions are essential if you're to have a hope in hell of achieving mission objectives, but once you've mastered it your Alligator is very manoeuvrable. Scenery and buildings look pretty good and aren't too repetitive for a fighting flight sim and ground units look and behave fairly convincingly. Propellerheads will appreciate the finer details and realism of the flight model, while the team management option – the first in a chopper sim – adds another layer to playability.

WORTH PLAYING?

If you're prepared to spend a little time crashing and burning as you tame your Alligator, then *TA* has a lot to offer.



Faster comrades, or you'll get a swift kick in the gulags when we get back to base. If we get back to base...

computer and video Games
★★★★

Longbow 2; Team Apache (PC)

LONG TERM TESTS

SPACESTATION SILICON VALLEY

FORMAT: N64
COST £25-ISH
MULTIPLAYER: NO
COMPATIBLE : RUMBLE PAK

SILICON VALLEY, IS THAT WHERE LARA LIVES?

Er no, that'd be Silicone Valley. The only enhanced bodies on offer here are your everyday cyber-dogs and robo-camels.

CYBER-WHAT?

Think of an animal, any animal... now add wheels, a turbo engine and homing missiles. You'll find it in this game (probably).

SO WHAT'S MY CHARACTER?

All of the above. You're part of a robot (a microchip) who must kill and possess the various animals in order to use their skills.

DOES IT TAKE MUCH SKILL?

Some levels are more frustrating than trying to solve a Rubik's Cube with no eyes or fingers, while others are a walk in the valley, so to speak.

SO IT'LL LAST FOR AGES?

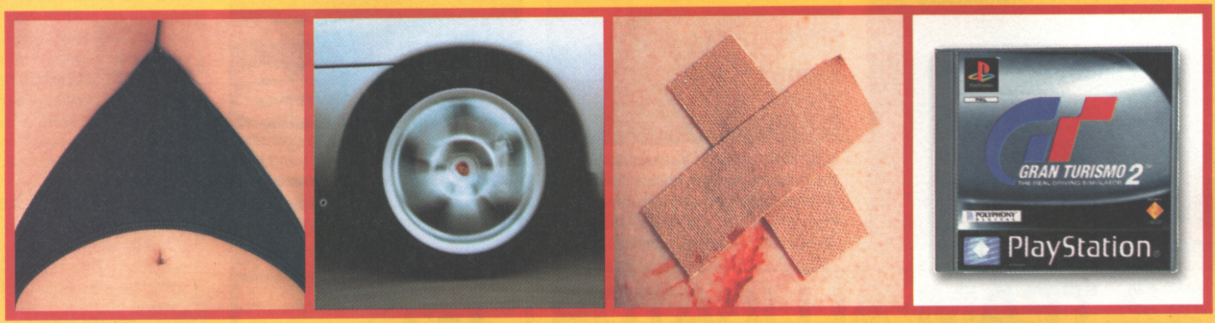
With some 30 levels, a handful of bonus stages and loads of secret items to go back and collect, the answer has got to be a resounding, yes.

BUT I'M SICK OF CUTE ANIMALS IN NINTENDO PLATFORMERS!

There's nothing cute about gun-toting tortoises and rats with exploding crap. Also, this ain't no paint-by-numbers platformer. It's just as much a puzzler. Has a sense of humour, to boot. Go buy.

Fil Olsen, Liverpool

GET UNDER THE
SKIN OF PLAYSTATION


GRAN TURISMO 2
THE REAL DRIVING SIMULATOR
PlayStation

ONLY WITH
PlayStation plus
MARCH ISSUE OUT FEBRUARY 25th

WOR

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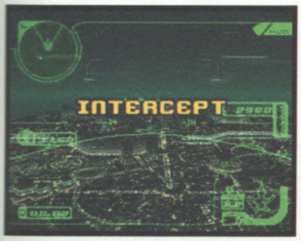
WORDS & SCREENSHOTS: MAURA SUTTON

ACE COMBAT 3
ELECTROSPHERE

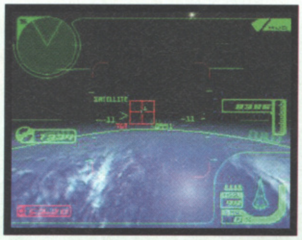
More mid-air frolics than the Mile High Club

COST: **£34.99**
OUT: **NOW**

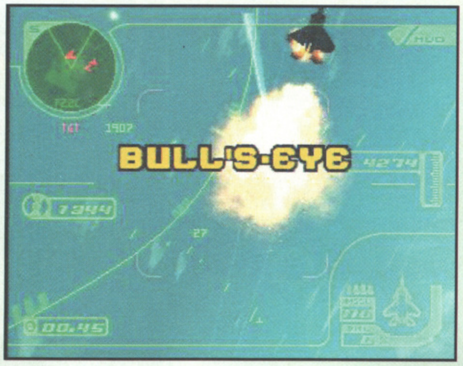
MULTIPLAYER: **NO**
COMPATIBLE: **DUAL SHOCK/ MEMORY CARD/ ANA JOYSTICK/ NEGCON**



Night flying can be difficult, particularly if you get distracted by the pretty lights



If you're very clever you might even get a little jaunt into outer space



Replay
Press START button to exit

WHAT YOU NEED TO KNOW

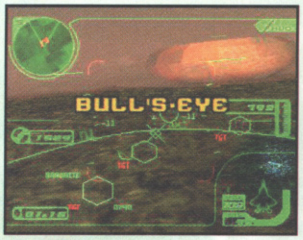
Aerial action shoot 'em ups are few and far between on PlayStation but the *Air Combat/Ace Combat* series is a notable exception. The latest instalment in this supersonic arcade action saga is the brightest of the bunch. You take on the role of a peacekeeping fighter pilot who patrols the skies, sorting out all sorts of mischief caused by shady multinational company Neuwork and its mysterious allies. You start off with a bog-standard plane, but as you progress you get to play with all manner of fighters as well as gaining access to more advanced weaponry.

CHOCKS AWAY

Anyone who has ever watched Top Gun has probably fancied themselves as a bit of an ace pilot. The attraction of soaring through the skies in a shiny killing machine, looping the loop at supersonic speed and dropping 'presents' on hapless enemies, can't be overrated. In terms of pure aerial thrills 'n spills, *Ace Combat 3* is the next best thing to being there. Costs less and won't make you throw up, either.

TURBULANCE AHEAD

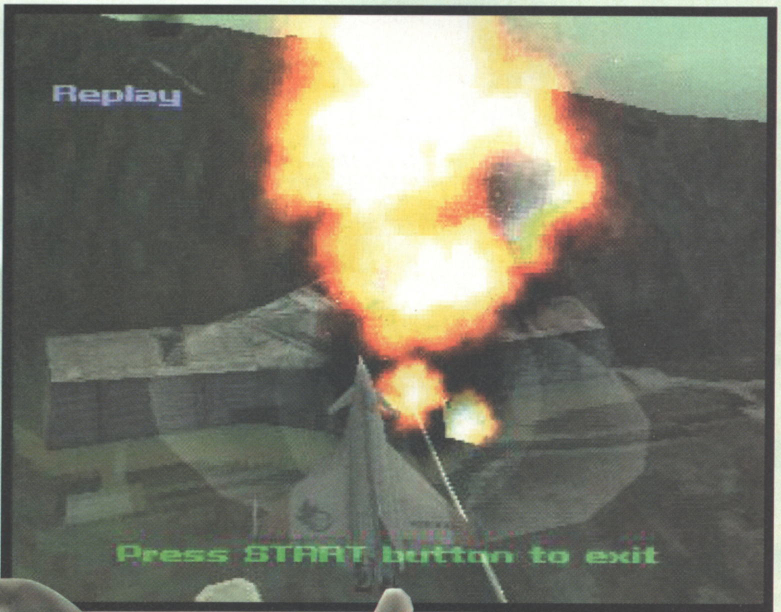
Although there are a huge variety of missions on offer, the basic gameplay can get repetitive. Once you've learned how to handle your jet fighter at high speeds and avoid becoming a tarmac pancake, there's not much to discover. Each subsequent mission is a variation on a theme involving either dogfighting with enemy jets, ground bombardments or escort duties. The plot isn't great and somewhat undermines the game's long-term appeal.



Drop your bombs to exterminate the Nanobite computer virus

WORTH PLAYING?

Ace Combat 3 works well as a straightforward shoot 'em up. The mid-air battles will have you twisting and turning your joypad inside out. The 30-plus jet fighters handle like a dream and the views from the cockpit are spectacular. Clearly *Ace Combat 3* has been put together with exquisite attention to detail. If you're looking for instant arcade action, without too much in the way of plot, then this is the game for you. Be warned though, it can get repetitive as the missions progress.



The replay mode allows you to sit back and marvel at your prowess. So now you can't make like an old flying ace and lie through your teeth about your awesome aerial antics. Not that anyone at CVG's ever done anything like that, Dan. Oh, no

computer and video Games

★★★

IF YOU LIKE THIS TRY THESE...
Air Combat (PS), *Ace Combat 2* (PS)

DEADLY SKIES

Time to crash and burn

WORDS & SCREENSHOTS: LES ELLIS

Dreamcast

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **NO**
COMPATIBLE: **VISUAL MEMORY UNIT**

WHAT YOU NEED TO KNOW

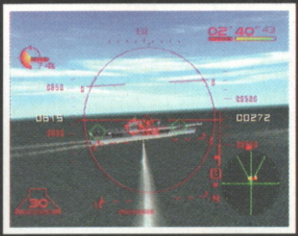
It's Top Gun without Tom Cruise. Fly planes, shoot other people's planes down, fire missiles at targets. Pretend that you're American, saving the world from tyranny and showing off flash bits of military hardware. At least you won't get brought down by some little Bosnian farmer with a pitchfork.

PLANE AND SIMPLE

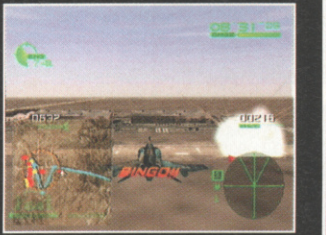
Deadly Skies is trying to breathe new life into the flight-and-fight style of game, but instead of adding new elements to the gameplay or introducing new features, all you get is tarted-up graphics. Not a problem if the gameplay is perfect, but *Deadly Skies* suffers from all the problems that every other game like this has encountered.

So, what are these problems? Pretty much every mission follows the same dull pattern: fly for a bit, hit a few easy ground or airborne targets, then spend the rest of your mission tediously following an arrow on-screen until a plane appears so far off in the distance it looks like a dot.

Then, fire missiles and watch it avoid them easily and nip out of view. Repeat until the game thinks you've been doing it long enough and deserve a break so lets you shoot one down. Spending hours doing this, mission after mission, drives this deep into 'waste of time' territory.



A few missiles into the side of this will do more than scratch its go-faster stripes



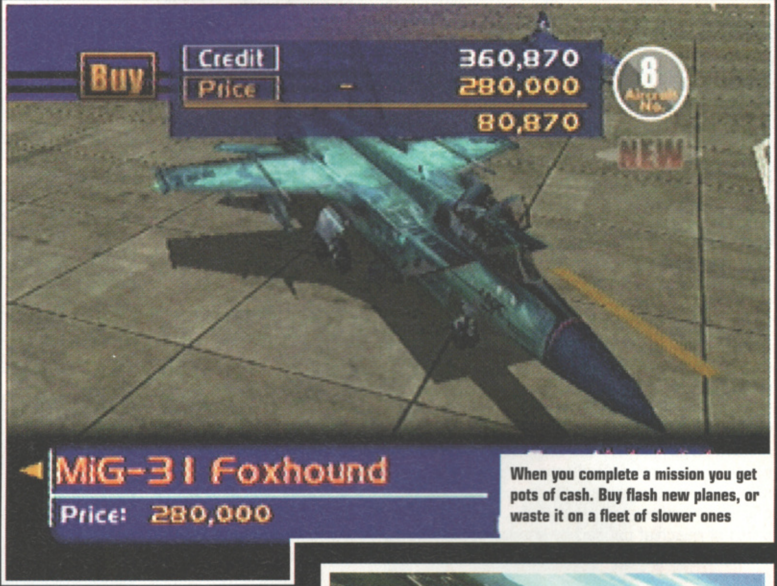
The Phantom goes in low to get multiple targets on this strafing run. Dangerous, but a great laugh

CRASH AND BURN

Later missions offer some variation, but it's going to take a superhuman feat of patience and endurance to get to them. Buying and selling aircraft adds a bit of novelty value, as you get to see how much difference the variables make (although it won't spoil the surprise if we say, "Not much"). A multiplayer element could have added something extra, but even that is left out in favour of tedious repetitive gameplay that makes noughts and crosses look exciting.

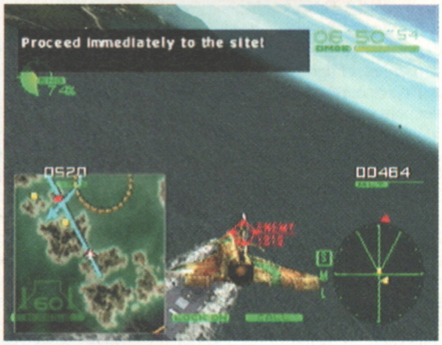
WORTH PLAYING?

Deadly Skies is a disappointing effort that fails to lift this tired genre or add anything new to it. Apart from a few graphical touches which are, admittedly, quite tasty, this offers nothing that will make a PlayStation break into a sweat. Poor all round.



Buy
Credit 360,870
Price - 280,000
80,870
MiG-31 Foxhound
Price: 280,000

When you complete a mission you get pots of cash. Buy flash new planes, or waste it on a fleet of slower ones



Proceed immediately to the site!

The external view helps you go lower without crashing

computer and video Games

★★

IF YOU LIKE THIS TRY THESE...
The *Ace Combat* games (PS)

COOL BOARDERS 4

WORDS & SCREENSHOTS: MAURA SUTTON

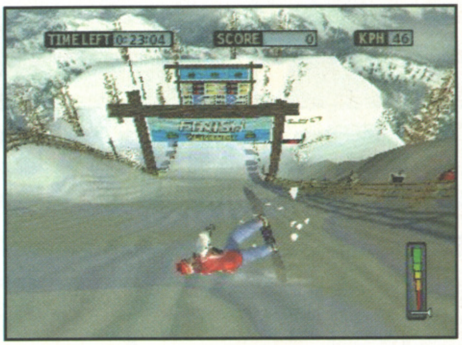
The peak of snowboarding gaming returns

COST: £34.99
OUT: FEB
MULTIPLAYER: **1-4**
COMPATIBLE: **JOYPAD/ MEMORY CARD/ DUAL SHOCK**

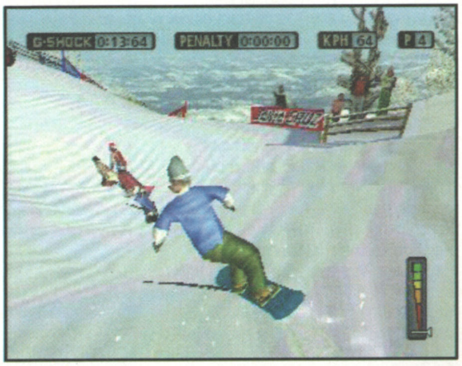
WHAT YOU NEED TO KNOW
Until recently, snowboarding was a cult sport that few people had heard of. But, thanks to the *Cool Boarders* series, snowboarding games are now as, er, cool as the sport itself.

MORE, MORE, MORE
The graphics are crisper than ever, as is the snow. The crunching, scraping and whooshing sound effects are so realistic the game should come with a frostbite warning. Keeping the emphasis on realism, this time you can take your pick from 16 snowboarding superstars with genuine board licences. There are 30 new courses on offer but you'll need to be hot on the tricks before you can access most of them.

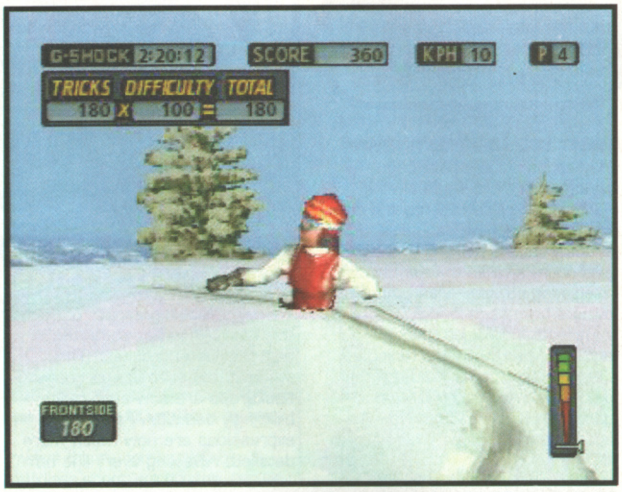
WORTH PLAYING?
A polished sequel and must-play for snowboarding virgins. But, if you've already got the other three there's not much here to make you rush out and relinquish the readies.



This snowboarding lark is dead easyyyy... aarrrgggh!



Qualifying in the Tournament mode is a steep challenge



Bored with turning tricks? Try a snow bath

Last one down to the bottom buys lunch

computer and video **Games**
★★★

IF YOU LIKE THIS TRY THESE...
Cool Boarders 2 & 3 (PS), *1080° Snowboarding* (N64)

NUCLEAR STRIKE

Play around with a big willy. Sorry, 'chopper'

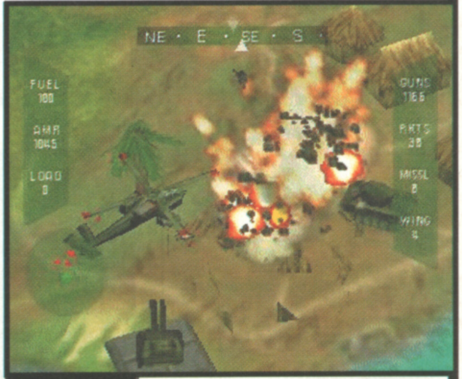
WORDS: DEAN SCOTT **SCREENSHOTS:** THQ

COST: £39.99
OUT: NOW
MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/ EXPANSION PAK/ MEMORY PAK**

WHAT YOU NEED TO KNOW
The *Strike* series is one of the most enduring in videogames. *Desert Strike* was the first to kick it all off on the Megadrive, and since then we've had *Jungle*, *Urban* and *Soviet* incarnations. *Nuclear Strike* marks the N64 debut for the helicopter shoot 'em up, but the gameplay remains the same as ever: you fly a series of missions to rescue hostages, blow up radars and kill lots of people.

BAN THE BOMB
The gameplay hasn't changed for this 64-bit incarnation, so what you get for your money is a solid shooter that's slightly more believable than space blasters. Handling the chopper is particularly suited to the N64's analogue stick and you also get to play around in an assortment of land and sea vehicles as you attempt to stop the nuclear terrorists.

WORTH PLAYING?
Aiming your weapons can sometimes be a problem, and the scenery does look a little dull. The core playability remains unchanged from the 16-bit days, so while it's a pleasant enough waste of time, it's not compelling enough for you to want to secretly pawn your mum's wedding ring for a copy.



War. What is it good for? Making games with lots of death and explosions, of course

Awesome way to crash parties at big castles: buy yourself an Apache helicopter

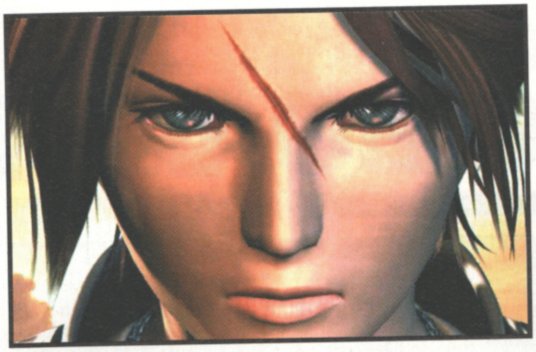
computer and video **Games**
★★★

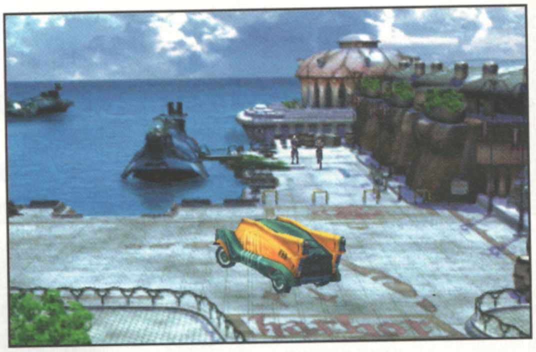
IF YOU LIKE THIS TRY THESE...
Soviet Strike (PS), *R-Type Delta* (PS)

PC CD ROM

COST: **£44.99**
OUT: **FEB**

MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/ KEYBOARD**





FINAL FANTASY VIII

The best just got better

WORDS & SCREENSHOTS MAURA SUTTON

WHAT YOU NEED TO KNOW

PlayStation owners have been wallowing in the delights of *Final Fantasy VIII* for several months now. Many of them have doubtless almost reached the end of the 100-plus hours it takes to finish this roleplaying odyssey. Meanwhile, PC owners have been lovingly, but impatiently, caressing their expensive hardware and tuning up their graphics cards ready for the day when they could finally get to grips with Squall and co. Now the agonising wait is over. Was it worth it? You bet it was.

HIGHER RES LOVE

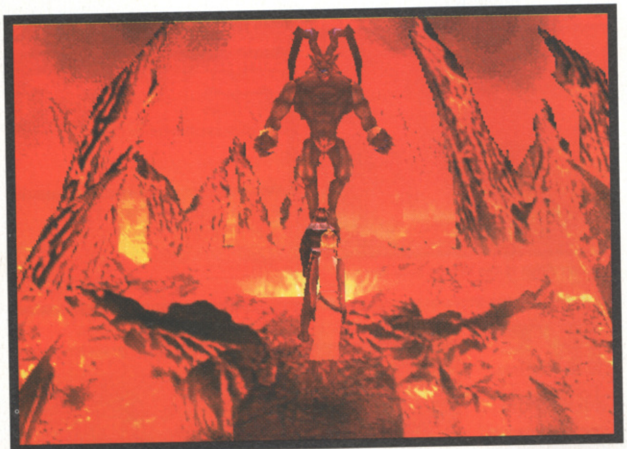
The most striking aspect of this conversion has to be the high-resolution graphics. The stunning cut scenes and gorgeous backdrops are now even more blindingly beautiful. Facial expressions are now much more detailed, revealing every line on Headmaster Cid's forehead and capturing every blink of Squall's clear blue eyes. The effect is eerily realistic, drawing you even further into the emotional heart of the game.

CAN YOU HANDLE IT?

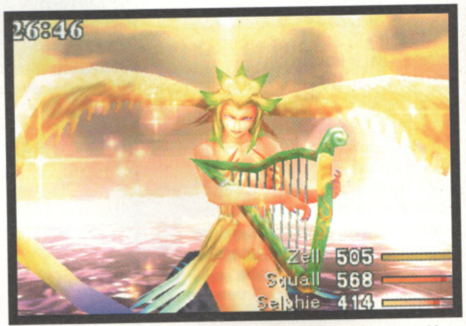
Converting console games to PC can be a pain when it comes to the control method. Simple joypad moves become nightmarish when executed via keyboard and mouse. Thankfully, *FFVIII* keeps it nice and easy with excessive key pressing kept at a minimum. There's one addition to the PlayStation's gameplay. You get a *Chocobo World* sub-game; a Tamogotchi-style low-tech diversion that supposedly allows you to collect rare characters like Mini-Mog and Moomba and transfer them to the main game.

WORTH PLAYING?

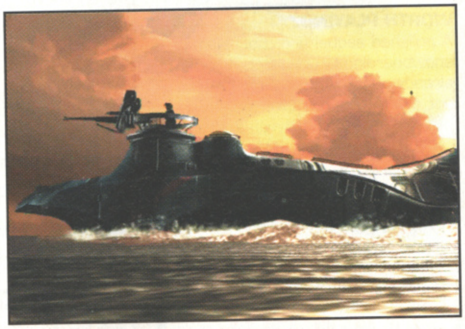
The question should really be: how can you *not* play this game? It looks incredible, it has an epic storyline that will grab you, and it even lets you keep a tiny pet Chocobo on your desktop. What more could anyone want?

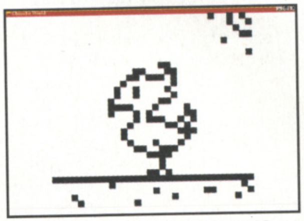


Is it me, or is it hot in here? Call me paranoid, but I smell trouble...

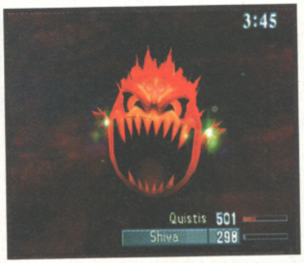


The lightning effects are stunning - just ask this passing mermaid





Chocobo World – not very stunning, eh?



Goodness gracious, great balls of fire!

computer and video games

★★★★★

Final Fantasy VII (PC), *Ehrgeiz* (PS)

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-4**
COMPATIBLE: **RUMBLE PAK**

BATTLE TANKS GLOBAL ASSAULT

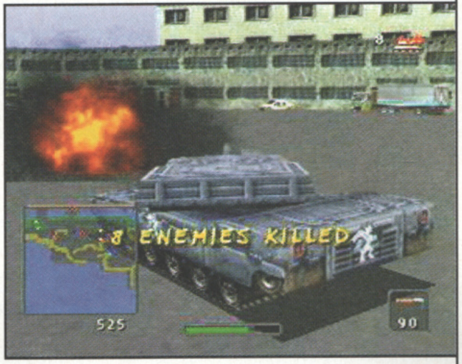
Twisted metal with big guns – tanks a lot

WORDS & SCREENSHOTS LES ELLIS

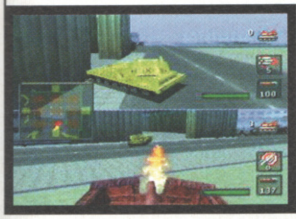
WHAT YOU NEED TO KNOW
Tanks are only built for one thing, and in an age where women gangs are trying to take over the world, you're going to need them. You get to drive tanks all over the place and blow the hell out of pretty much anything that moves (and a fair few things that don't).

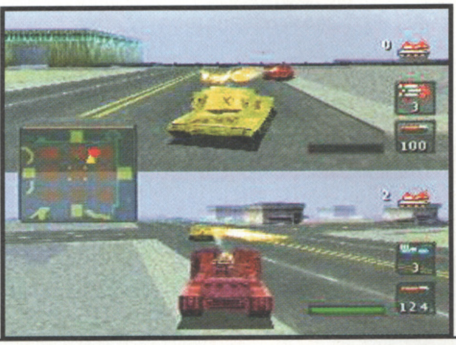
TANKS FOR THE MEMORY
You'd think with such huge scope for mass destruction that this game would be something awesome. The whole thing is spoiled by linear missions and the kind of mindless gameplay that leaves you bored after the first few missions. Go beyond these and there's a whole world of tedious action waiting for you. Regardless of which mission you're on, the gameplay is the same. It's hard to get excited about what lies ahead when every few seconds you're getting blasted from behind by something that wasn't there two seconds ago. It's a very basic gameplay crime, but you'd have thought it had been noticed during the testing stage.

WORTH PLAYING?
The four-player is the N64's equivalent of *Twisted Metal*, only over smaller arenas and without the scope for vindictive fun. If it wasn't for the four-way mode there would be nothing to make this worth playing. There are a whole load of game options but not one of them makes this remotely enjoyable. A mindless shoot 'em up that, unless you're desperate for a four-player game and have all the others, you should avoid at all costs.



Eight enemies down and you haven't been hit yet. This is too easy



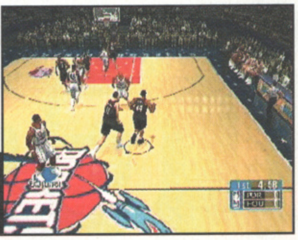


computer and video **Games**
★

Twisted Metal World Tour (PS), *Tank Commander* (PC)

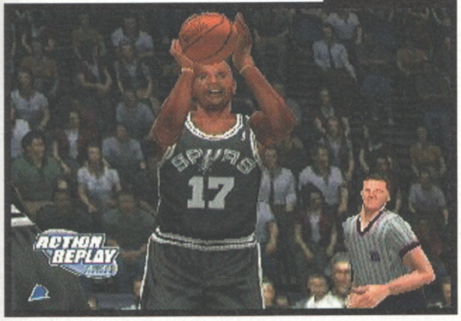
NBA 2K

WORDS & SCREENSHOTS DEAN SCOTT



The main in-game view: it looks sexy, does it not?

WHAT YOU NEED TO KNOW
NBA 2K is a bastetball sim, which limits its appeal in the UK. This is a real shame, because it's the finest basketball game ever produced, with fantastically intuitive controls and amazing visuals. All your favourite NBA stars (and some you won't have heard of) are in here, looking just like their real-life counterparts.



Awesome shots are replayed in a fantastic close-up

AUDIO/VISUAL BONANZA
Players actually smile when they score, and you can see their eyes moving as they look around the court. The animation is utterly convincing, whether dunking or jumping to block. The sound is incredible too, with the most believable in-game commentary ever (probably), with lots of squeaking trainers and player banter.

WORTH PLAYING?
Every option you could ever wish for is here, including a cool practice mode, which coaches you on shooting. It's pretty much the perfect sports sim, except for a slightly fiddly free throw control. If there's a chance of a basketball game making it into your collection, it's got to be this one.

Dreamcast

COST: **£39.99**
OUT: **MAR**
MULTIPLAYER: **1-4**
COMPATIBLE: **VM UNIT/JOYPAD**

computer and video **Games**
★★★★★

NFL 2K (DC), moving to America

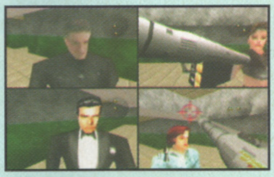
LONG TERM TESTS

GOLDENEYE

FORMAT:	**N64**
COST	**£30**
MULTIPLAYER:	**1-4**
COMPATIBLE :	**RUMBLE PAK**

WHAT'S THIS GOLDENEYE BUSINESS THEN?
Don't you ever watch Bond movies? This game's based on the 007 movie of the same name and, yes, you get to play the world's most famous secret agent. If you'd seen the film, you'd instantly recognise the game.

Voted best game ever by CVG readers



AREN'T GAMES BASED ON MOVIES SUPPOSED TO STINK?
Sad but true, with the exception of an elite few like *Die Hard Trilogy* and *Alien Trilogy*, which were quite good. But *GoldenEye* is by far the best use of a movie licence to date.
HOW LONG DOES IT LAST?
It will, quite honestly, last you an entire lifetime.
A LIFETIME? SURELY SOME MISTAKE?
Well, okay, good games players'll probably complete it in two weeks. But that's where it starts to get interesting. There are a shed-load of cheats to discover, such as extra weapons, characters and levels. And then there's multiplayer…
SO, IS GOLDENEYE WITH YOUR MATES ANY GOOD?
It's the best thing about the whole thing, especially the four-player mode.
BUT WHAT ABOUT THE NEW BOND GAME, *TOMMORROW NEVER DIES*?
Shut up. Go and buy *GoldenEye*.

Ben Pugh, Ebbw Vale

MOBILE PHONES
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MITSUBISHI
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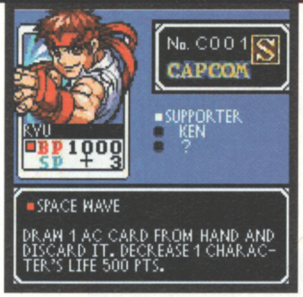
NOW ON
3 MONTHS FREE
KANGOL

Reviewed and rated – the best games to hand-feed your Game Boy and NeoGeo

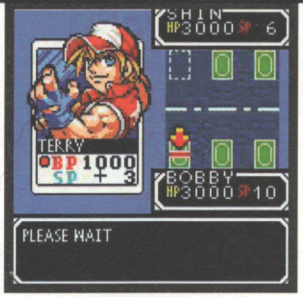
ARE YOU GONNA PLAY MY WAY?

SNK VS CAPCOM: CARDFIGHTERS CLASH

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **LINK-UP**



DRAW 1 AC CARD FROM HAND AND DISCARD IT. DECREASE 1 CHARACTER'S LIFE 500 PTS.



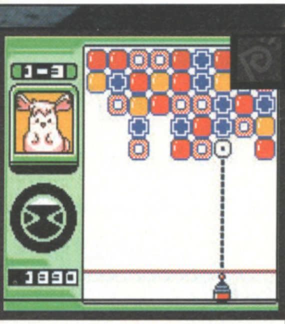
PLEASE WAIT

WHAT YOU NEED TO KNOW
People familiar with roleplaying card games like Magic: The Gathering will recognise what's going on here. The idea of the game is to 'card fight' with your opponents, and the winners will receive new character cards to build into the deck. Confused yet? This game has quite a steep learning curve.

I'VE FOUND RYU
When it's your turn, draw a card from the pack. You can put this into the battle arena, or hold it in your hand. Each card features a character from an SNK or Capcom game with different attack strength. The aim is to use them to defeat your opponent. You attack him, he uses his cards to defend, and when his cards run out you take hit points from him until he dies.

WORTH PLAYING?
Hardcore gamers will love to try to collect the set of character cards, featuring stars like Ryu, Ken and Claire from *Resident Evil*. The strategic nature of the game means it's not for everyone, but fans will get lots out of it. If you're looking for a *Pokémon*-esque RPG collectathon for your NeoGeo, check it out. If it still sounds too complicated even after we've explained it, steer well clear.

computer and video **games**
★★★



PUZZLE LINK

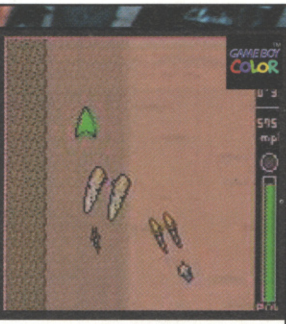
COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **LINK-UP**

WHAT YOU NEED TO KNOW
You have to vaporise clusters of like-coloured blocks by building a sort of pipeline between them. Eventually two special 'C' blocks appear and you link them to win.

FAST AND FURIOUS
Sounds dull, but the frantic pace of the game keeps you permanently on edge. Strategy is often abandoned in favour of quick-fire gaming skill in normal mode, while the Clear All mode requires planning. You can also link up with a friend for a battle.

WORTH PLAYING?
It's quite a novel puzzler and one you'll love playing for long periods. It lacks the subtlety of *Tetris*, but if you're looking for a manic arcade puzzler, you'll like it.

computer and video **games**
★★★★



STAR WARS: EPISODE ONE RACER

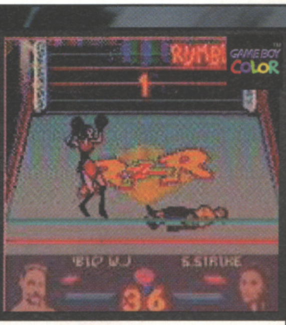
COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-2**

WHAT YOU NEED TO KNOW
Based on the famous pod race sequence from Episode One, here you challenge the best racers in the galaxy and win their vehicles.

SO FAST SO GOOD
This game is eye-wateringly fast. Each planet has a selection of different courses, and beating your opponent gives you access to their pod. There's a built-in rumble feature and a cool head-to-head mode via a link cable.

WORTH PLAYING?
There's no denying that this is an ugly game but look beyond the graphics and you'll find one of the Game Boy's best race games.

computer and video **games**
★★★★



READY 2 RUMBLE BOXING

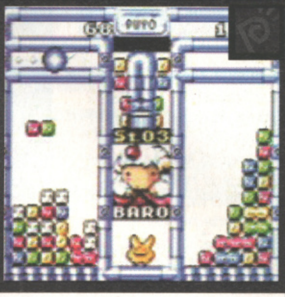
COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW
This light-hearted boxing game is another next-gen conversion for the Game Boy. Ten comedy boxers get ready to nibble earlobes in the ring.

CAULIFLOWER EAR
Ready 2 Rumble is an incredibly well-presented game and even features some cool speech. It's a shame then that the action is dull and repetitive and it's difficult to move smoothly about the ring.

WORTH PLAYING
Ready 2 Rumble on Game Boy is a huge disappointment. The lack of a link-up mode is the final nail in the coffin. Try before you buy.

computer and video **games**
★★



PUYO POP

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW
Puyo Pop is the NeoGeo's version of the classic puzzle series *Puyo Puyo*. Pairs of coloured blobs fall from the top of the screen. Group like-coloured blobs into fours to make them pop.

THE CAT'S OJAMAS
One-player mode helps you build your skills for the main battle game, where you face off against a human or computer opponent. Get two or more blob sets to disappear in one go and you send lots of 'ojama' to your opponent – severely cramping his style.

WORTH PLAYING?
Puyo Pop is a cool puzzler, where skill and strategy are needed to win. No link-up option, which is a shame. Worth a look, though.

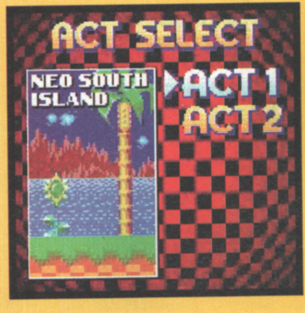
computer and video **games**
★★★

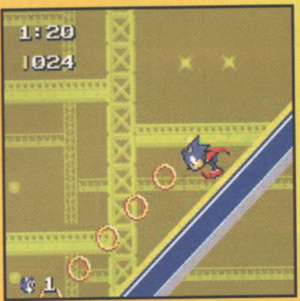
SONIC POCKET ADVENTURE

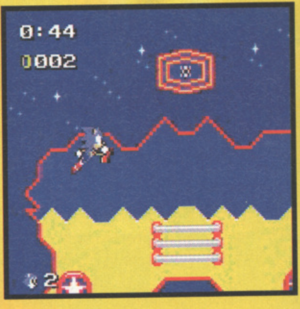
WORDS: DEAN SCOTT **SCREENSHOTS:** SNK

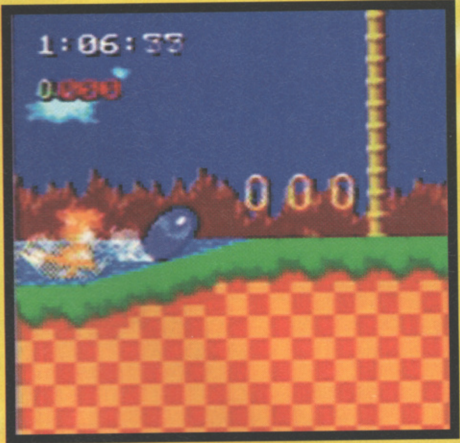
Spiky speedster gets shrunk in the wash

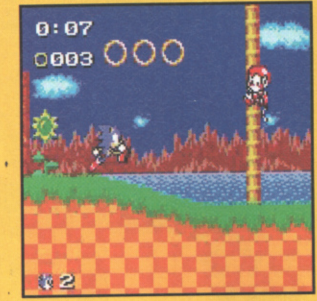
COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **LINK-UP**

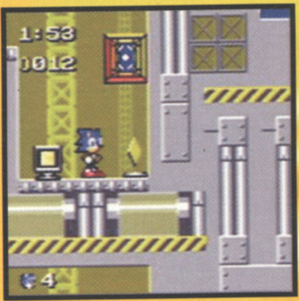












WHAT YOU NEED TO KNOW

Sonic is a blue hedgehog with a devastating turn of speed. You've probably heard of him. If you have, you'll be interested to know that this NeoGeo adventure is every bit as good as the Megadrive games in which the 'hog made his name. You still collect rings, you still whizz around and you still save little furry creatures. And it's still fantastic.

GREATEST HITS REMIXED

The single player mode is almost a Sonic's Greatest Hits collection, with familiar settings cribbed from all three of the 16-bit *Sonic* games. It isn't just a load of old levels bodged together, though – each of the new levels has been remixed to work better on a small screen. Familiar abilities have been retained too, with Sonic able to spin on the spot before tearing off at speed. A couple of link-up options have been included, with the Sonic vs Tails race mode being an absolute gem.

SPLITTING HAIRS

Before we get carried away, it's important to list the bad points. The gameplay occasionally slows down when there's a lot happening on screen, or when Sonic takes a hit and drops all the gold rings he's collected. And like every *Sonic* game (including *Sonic Adventure* on the DC) it can be strangely bewildering when Sonic is ricocheting uncontrollably around the screen. Sonic veterans won't mind one bit, but control freaks bred on the *Mario* games might find it slightly distasteful.

WORTH PLAYING?

Sonic fans should go out and buy a NeoGeo Pocket right now. You should probably get two in fact, so you can play the Race mode. This title is jam-packed with the speedy gameplay you love, and you won't have to embarrass yourself by dusting down the Megadrive for a hit. Even if you're not a *Sonic* fan you can't really argue - this is true 16-bit gaming shrunk perfectly to a handheld. Even the trademark Sonic speed rush, comes across well. A stunning achievement.

WIN A COPY OF SONIC

We've got three copies of the impressive *Sonic Pocket Adventure* to give away. All you have to have a chance of winning is send us the answer to this simple question:

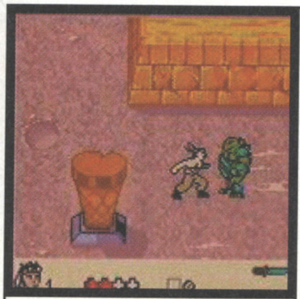
What kind of animal is Sonic?

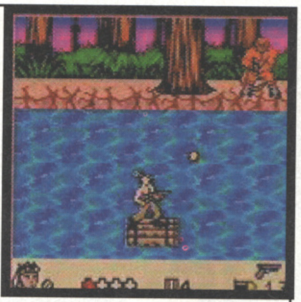
- **a. Hedgehog**
- **b. Austrian Toilet Weasel (Latin name: Paynin Danus)**
- **c. Siberian Armpit Slug (Latin name: Scottus Deanus)**

Answers marked 'Sonic is a Hedgehog Competition' to the usual address. Might be an idea to check you've got a NeoGeo Pocket Color before you enter, because we won't give you one.

computer and video Games
★★★★★

IF YOU LIKE THIS TRY THESE...
Sonic Adventure (DC), *Super Mario Brothers* (GBC)





COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

TUROK: RAGE WARS

WHAT YOU NEED TO KNOW

This was never going to be a handheld recreation of the N64 multiplayer game. What you get instead is a single-player multi-scrolling shoot 'em up, with some platform overtones.

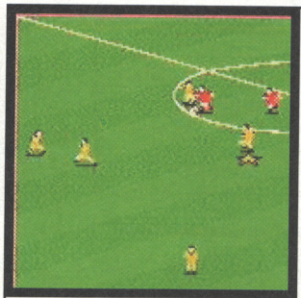
CONTROL YOUR RAGE

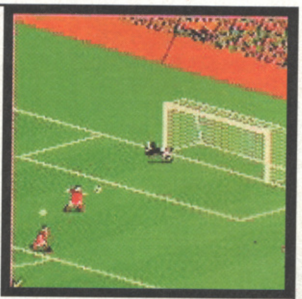
The game's massive levels are split into various sections with differing gameplay styles, and this is *Rage Wars*' main problem. The side-scrolling sections are a real blast but between these are unforgiving auto-scrolling mazes and on-rails sections.

WORTH PLAYING?

There are many cool features in *Turok* and it is challenging, although its slightly uneven nature will test your patience.

★★★





COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

FIFA 2000

WHAT YOU NEED TO KNOW

Play and win against the best football teams from around the world. There are stacks of options and gameplay modes to keep you busy and a handy password feature to keep track of your progress through the league.

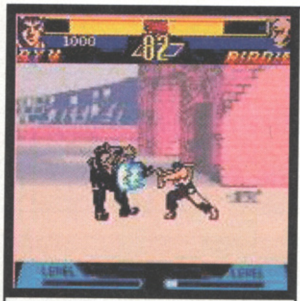
FOOTBALL FANTASY

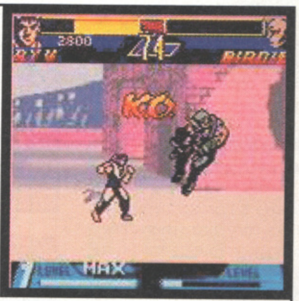
The level of detail in *FIFA 2000* is excellent. You can tweak various gameplay options, like weather and pitch-types, or you can play around with your team strategy and formation to be the best. The matches are well-realised, though the controls are fiddly at first.

WORTH PLAYING?

If you have a thirst for football on the fly, then Game Boy *FIFA 2000* is a great choice. There's enough here to last you a long time.

★★★★





COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

STREETFIGHTER ALPHA

WHAT YOU NEED TO KNOW

Here's your chance to kick ass in the streets the world over. *Street Fighter Alpha* is a conversion of the recent arcade smash. Choose your fighter, learn the combos, then smack your opponent to pieces. Lovely.

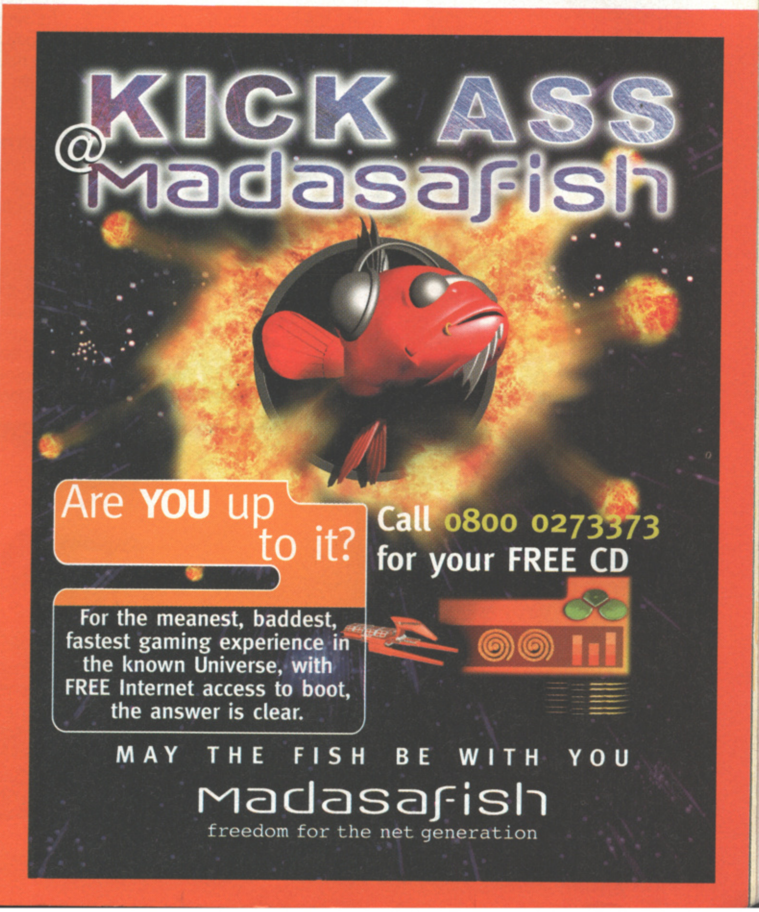
STREET SMART

Fighting novices can tweak options and learn combos in the training mode, while hardcore fans can dive straight into the action. Controls are responsive and the game plays quickly. The characters are ace and pulling off a tricky special is very satisfying.

WORTH PLAYING?

The lack of a two-player link-up mode is a shame. But *Alpha* is still an enjoyable, high-speed fighter that'll have you button-bashing wherever you play it.

★★★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LONG TERM TESTS

RIDGE RACER TYPE 4

FORMAT:	PLAYSTATION
COST	£34.99
MULTIPLAYER:	1-4
COMPATIBLE :	DUAL SHOCK/ MEMORY CARD/ WHEEL

***Ridge Racer*? Something to do with fell running?**
Get back to the countryside, hippy. *RR4* is a game which lets you belt around eight immensely detailed tracks in one of 320 cars. The original version sold shed-loads.

Almost a car for every day of the year

How many cars was that?
320. Earn them in Championship mode or win them in special one-to-one trials. Complete these and you win some of the most outrageous cars ever seen.
Sounds like long weeks of fun. Will I get lonely?
Not at all. Multiplayer has a two-player split-screen mode so you can take on your mates and even add a few computer-controlled cars to spice things up a little. Or link up two PlayStations and have a monster four-player session.
Surely I'll still get bored after a while?
Collecting 320 cars takes a long time but if you get tired of that then there's always time-trial mode. You find yourself dying to know what the other cars look like. If you want a fun, long-lasting racing game, get this.

Paul Fitzpatrick, Eire
*All long term tests are written by readers

COST:	**£39.99**
OUT:	**NOW**
MULTIPLAYER:	**1-4**
COMPATIBLE:	**JOYPAD/ CONTROLLER PAK**

SCAVENGER
SCRAP FIELD
AT-STABBER

Protect your bases at all costs – shame they look crummy

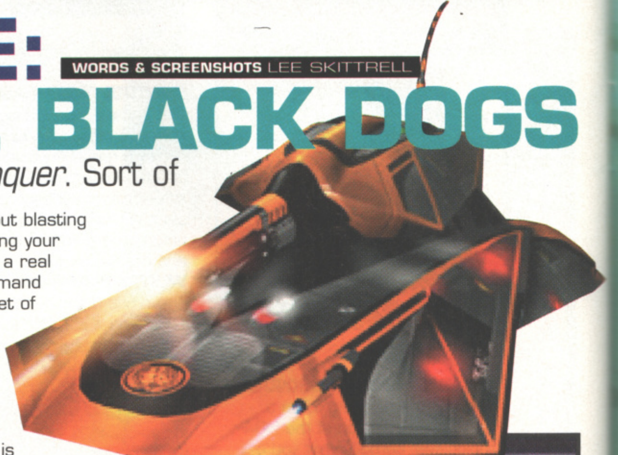
PLASMA RIFLE

Fighting on foot lets you snipe but leaves you defenceless

BATTLEZONE: RISE OF THE BLACK DOGS

WORDS & SCREENSHOTS LEE SKITTRELL

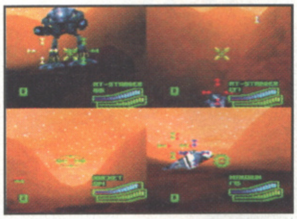
Goldeneye meets *Command and Conquer*. Sort of



WHAT YOU NEED TO KNOW
Released on PC many moons ago *Battlezone* is now hailed as a cult classic and this new N64 version features all the finesse that made the original a modest hit. Take control of a selection of land-craft or battle the rival factions on foot; the game combines first-person shooting with real-time strategy, and works surprisingly well on N64.

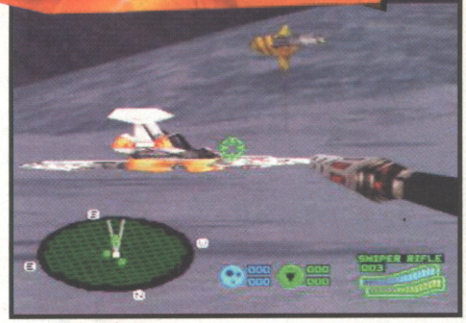
ONE WORLD IS NOT ENOUGH
Battlezone has you controlling one of three rival factions in a conspiracy-theory plot involving solar system supremacy. Play as the US team, the Soviet squad, or the mysterious Black Dogs. Each of the teams has a distinct style with different vehicles.

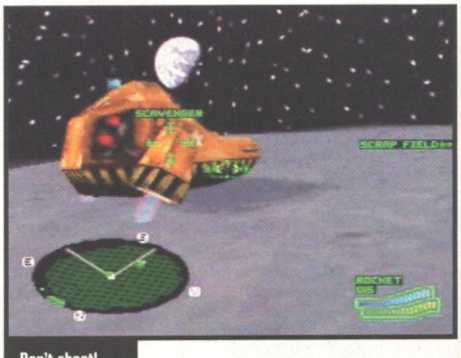
CHOOSE YOUR POISON
In addition to choosing your side, you can pick what sort of game to play. Go for simple all-out blasting in Arcade mode, or flying your own in Pilot mode. For a real challenge choose Command mode and control a fleet of vehicles, scavenging and building bases, all in real-time 3D.



FOG ME!
The one main criticism of the N64 *Battlezone* is that it looks terrible. The graphics have the traditional N64 fuzziness and a shocking amount of fogging. It looks as though graphics were sacrificed for speed of play. But, the various craft all move along at a good speed, are responsive and feel natural. Where *Battlezone* excels is in its atmosphere and real depth of play.

WORTH PLAYING?
The first-person/real-time strategy sub-genre is relatively new and this is the first time it has appeared on N64. It works very well. There are various multiplayer modes for up to four players and the game offers a level of depth not often found on a console. The shoddy graphics are the game's only real flaw, but even they cease to matter after you become absorbed in the gameplay. *Battlezone* is an original N64 treat.





Don't shoot! Escort members of your team across the lunar landscape

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AT-STABBER

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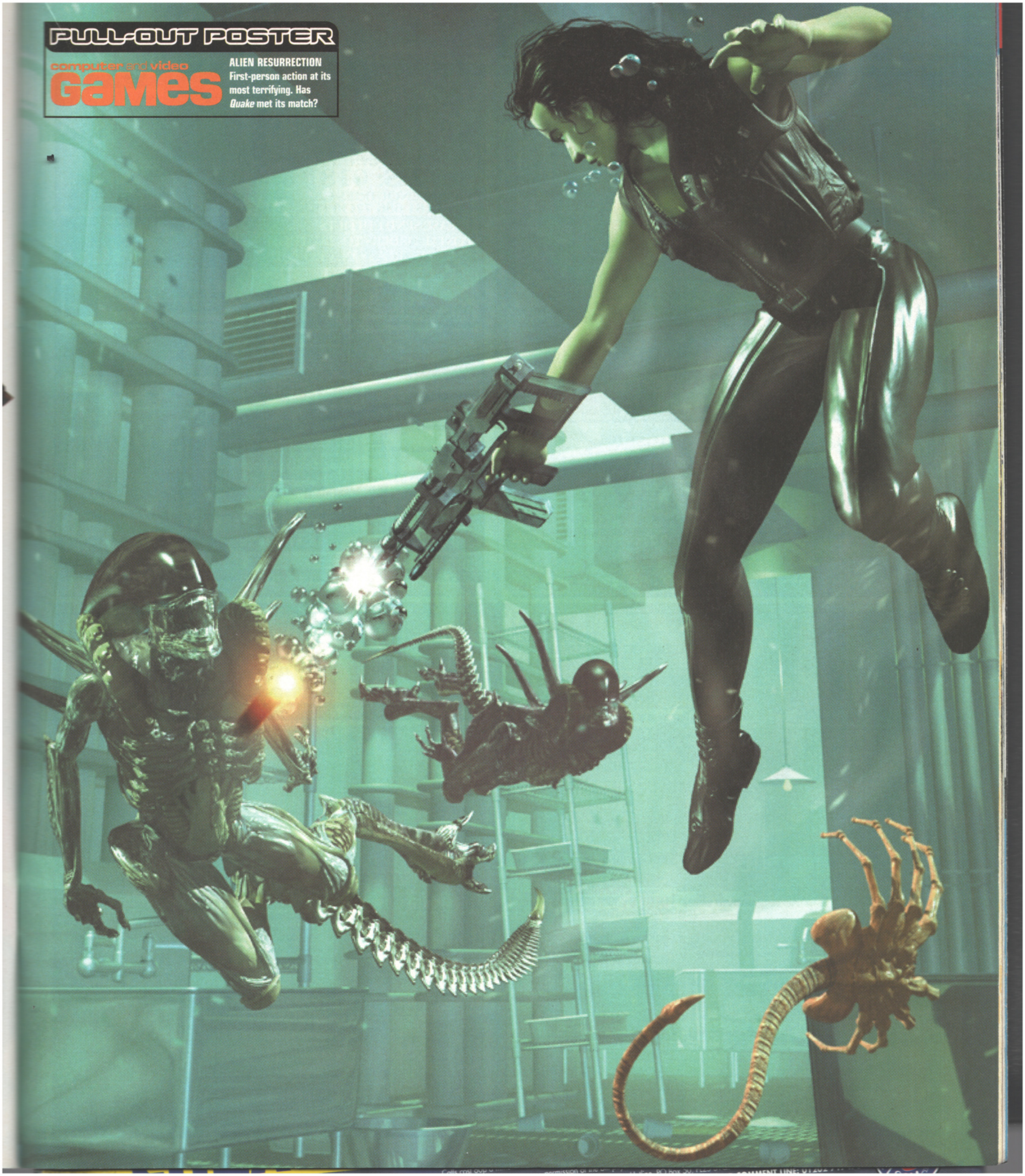

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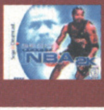

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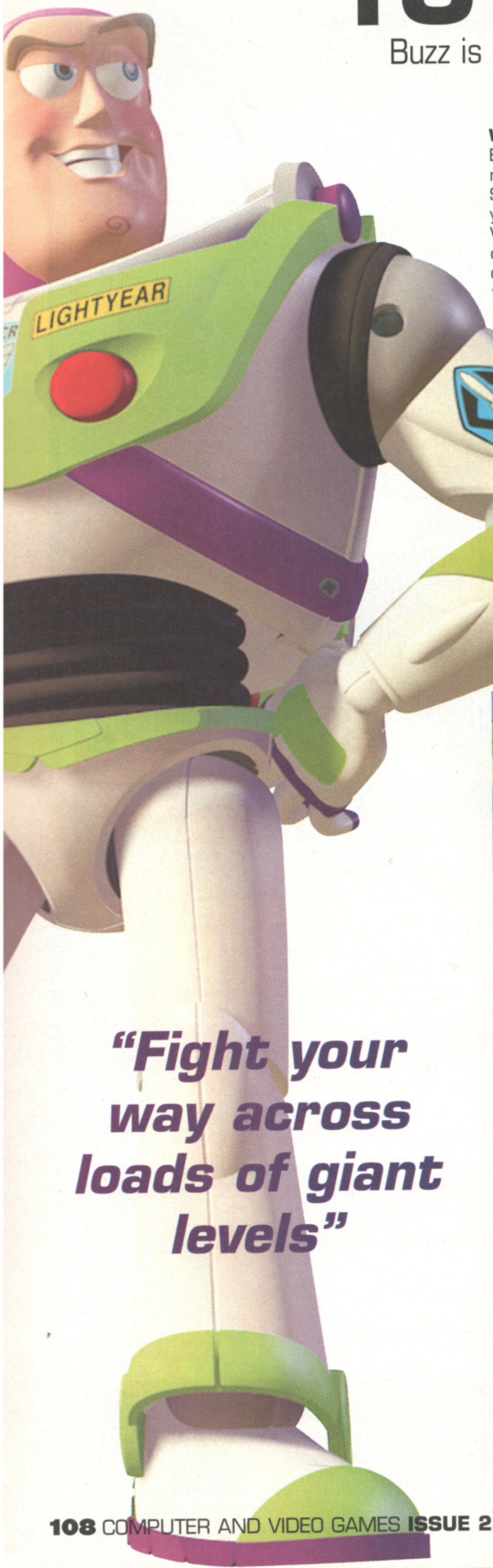


WHAT YOU NEED TO KNOW

Based on the smash hit Disney movie sequel, you star as super Space Ranger, Buzz Lightyear, in your toughest mission yet. Sheriff Woody has been stolen by Al, a dodgy toy collector, and you're the only one who can save him. With tons of brill power ups to activate, you must fight your way across loads of giant levels, meeting some familiar faces along the way. You'd better get your shooting boots on coz it's a race against time to find Woody and get him back before his owner, Andy, arrives home.

MEET YOUR BUDDIES

The aim is to win Pizza Planet Tokens by completing tasks, winning races and solving puzzles given to you by other toys. Fighting your way across town, you'll bump into loads of Toy Story faves like ol' Slinky Dog. Do what they ask and the token is yours.

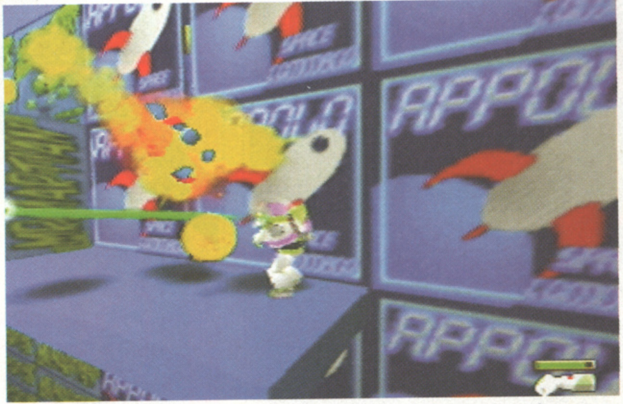
SPUD YOU'LL LIKE

In your search for Woody, there are pieces of Mr Potato Head to collect in each stage. The wise-cracking spud will give you some ace power ups which turn Buzz into a cool fighting machine. As well as wicked Power Boots, keep 'em peeled for the homing Power Disc missiles and the Grappling Hook which Buzz can use to swing up to hidden goodies.

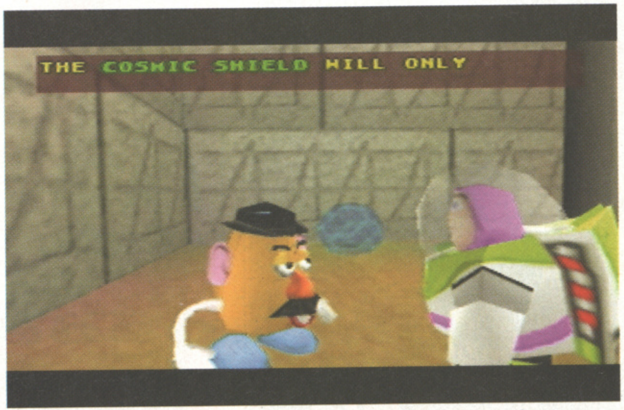
WORTH PLAYING?

Toy Story 2's a smart platformer with some wicked bosses to blast and fun puzzles to solve. However, the graphics aren't the best ever seen on the N64 and the lack of long-term challenge means older gamers will have this done and dusted after just a few days.

> *"Fight your way across loads of giant levels"*

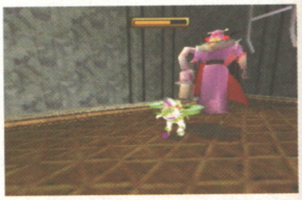


Pick up the coins the toys leave behind. Find 50 and Hamm will give you a reward

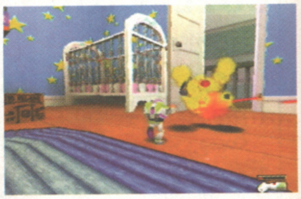


THE COSMIC SHIELD WILL ONLY

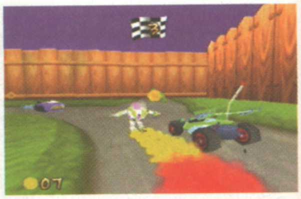
Collect pieces of Mr Potato Head and he'll give you a Space Ranger power up in return



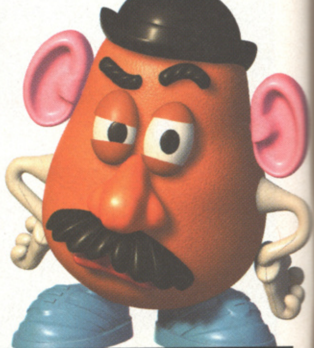
Buzz performs some cool moves including the wicked Super Spin Attack. Take that



The adventure starts in Andy's house. Get laser-blasting to take out those evil toys



To get a Pizza Planet Token from RC, you'll have to beat him round the garden path. Grab the Power Boots to trounce him



computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...
Jet Force Gemini (N64), *Sonic Adventure* (Dreamcast), *Spyro The Dragon* (PSX).

SP
SP AIR
Castrol
100
RAYBRIG
BRIDGESTONE
1
PENNZOIL
NISSAN

PULL-OUT POSTER

computer and video **GAMES**

GRAN TURISMO 2
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COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-2**
COMPATIBLE: **MEMORY CARD/ JOYPAD/ STEERING WHEEL**

WORDS & SCREENSHOTS DEAN SCOTT

Faster than your brain can handle…

RALLY CHAMPIONSHIP

WHAT YOU NEED TO KNOW

Playing *Rally Championship* on PlayStation is an amazingly intense experience. It's like someone grabbing you by the shirt and screaming in your face. Sure, it's another rally game, but one with such manic handling and frightening speed rushes that it's impossible to ignore.

THE BORING STUFF

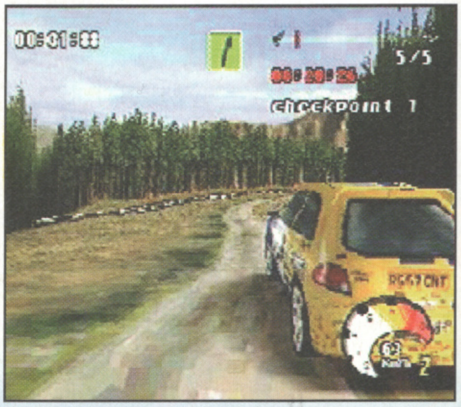
The game simulates the Mobil 1 British Rally Championship. 36 real-life stages are authentically modelled, along with 21 genuine rally cars. If you win the Championship on medium difficulty or above, you unlock World Rally cars like the Subaru Impreza, taking you into *Colin McRae Rally* territory. There's also an Arcade mode where you can race against other cars and, of course, a Versus mode.

GOES LIKE STINK

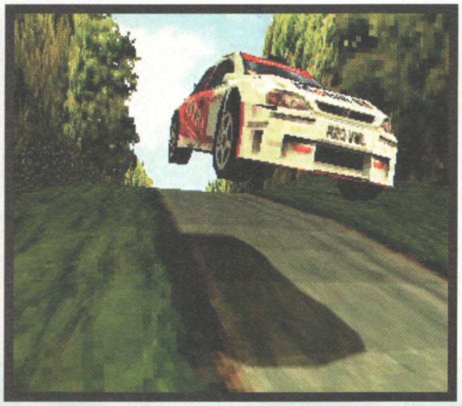
Visually, the game is stunning. When we first saw screenshots we swore they were from the PC version. They move at an amazing rate, giving a speed hit akin to being strapped to the bonnet of a speeding rally car. The handling lets the side down slightly, being twitchier and less convincing than in *McRae*. Your car also seems to absorb massive bumps, handling similarly on ice as it does on gravel.

WORTH PLAYING?

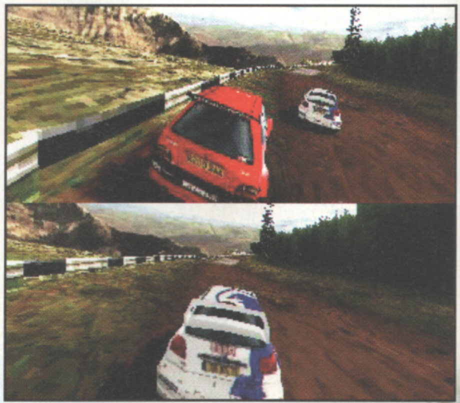
Rally Championship is an insane game. If you're looking for a full-on adrenaline hit, then this is it. Versus mode is an essential two-player blast. *Rally Championship* is an amazing technical achievement and a fantastic game. It steals *V-Rally 2*'s arcade crown, but reality fans will stick with *Colin*, despite it's visual inferiority.



Kindly move aside sir, or I will smite you with my car into that ditch



Nail the throttle to the floor to ensure maximum flight over hills



The two-player mode is as much a test of bottle as skill. It's rapid

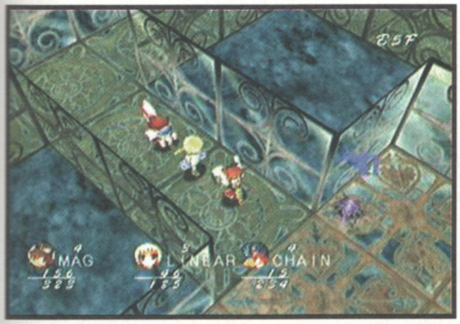
> "It's like someone screaming in your face"

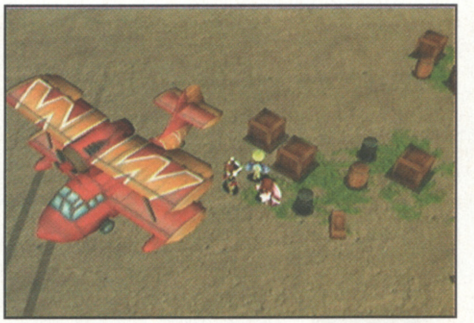
ULTRON
R143 ERM
MICHELIN

computer and video **Games**

★★★★

IF YOU LIKE THIS TRY THESE…
Colin McRae Rally (PS, PC), *V-Rally 2* (PS), *Rally Masters* (PS, N64)





Far Left: The dungeon graphics are pretty but can become a bit repetitive
Left: The Sea Otter is the family plane you can use to island-hop – don't forget to check out the nearby crates and barrels for potions and items

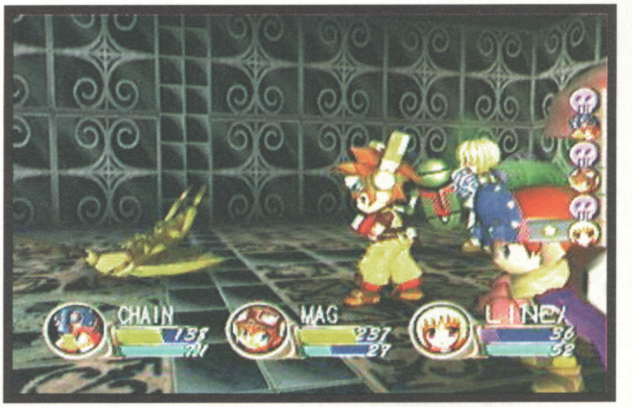
Dreamcast

COST: £39.99
OUT: NOW
MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/VMU**

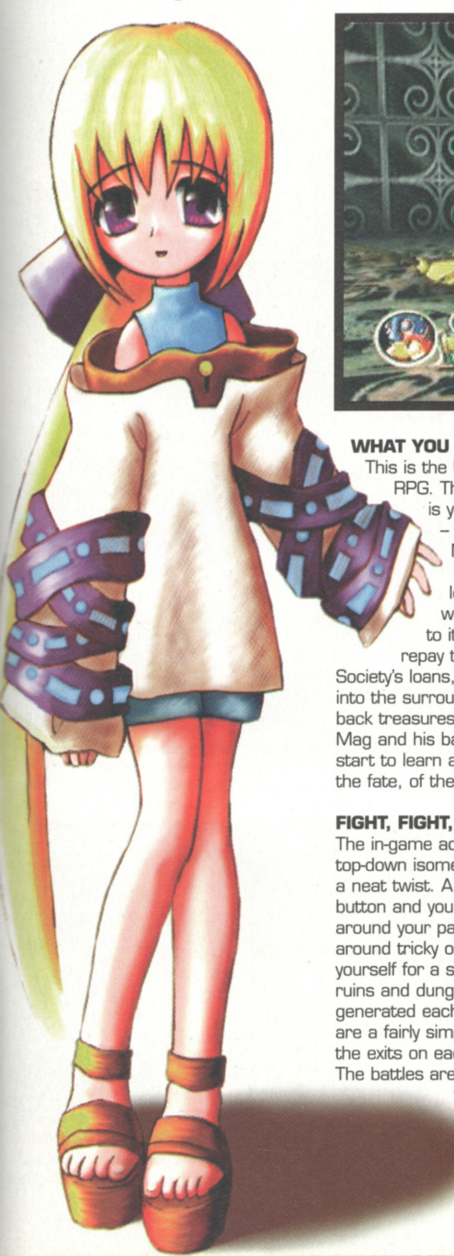
EVOLUTION

The missing link for Dreamcast RPG fans

WORDS & SCREENSHOTS: LEE SKITTRELL



Left: Your cute gang of adventurers will have to face-off against the meanest of monsters if you're to succeed in *Evolution*. Fortunately, you have a wide range of attacks and specials to use in battle and, as you progress through the game, your team will learn more skills to help defeat bad guys

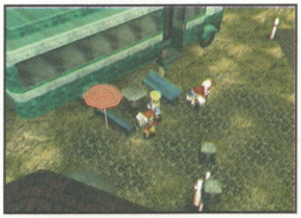


WHAT YOU NEED TO KNOW

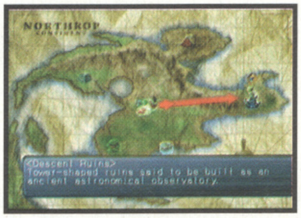
This is the UK's first Dreamcast RPG. The hero of the game is young Mag Launcher – treasure-hunter. Mag is the heir to the Launcher family legacy but all is not well as the family is up to its ears in debt. To repay the Archaeological Society's loans, Mag must journey into the surrounding ruins and bring back treasures. At the same time, Mag and his band of adventurers start to learn about the history, and the fate, of their people.

FIGHT, FIGHT, FIGHT

The in-game action is viewed from a top-down isometric viewpoint – with a neat twist. A touch of a shoulder button and you can rotate the world around your party, letting you see around tricky obstacles or prepare yourself for a surprise attack. The ruins and dungeons are randomly generated each time you play and are a fairly simple affair of finding the exits on each floor to progress. The battles are also random, but you can see your enemies before they attack, so you can choose to run or fight.



Left: Even trailer-trash make an appearance in *Evolution*. This is where you'll find Chain Gun after she steals your treasure at the start of the game



<Descent Ruins>
Tower-shaped ruins said to be built as an ancient astronomical observatory.

Left: Choose your destination on the map screen. You can visit the ruins in any order you like as the monsters will be pitched to your level

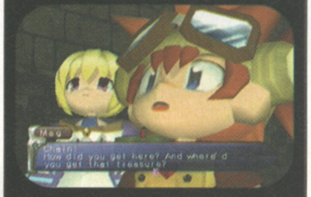
FIVE GO MAD

The characters in *Evolution* are well crafted, with each one having a distinct personality. Mag Launcher and his silent-but-deadly lady friend, Linear Cannon, start the adventure together. The battle-animations help you get to know the characters and the humorous touches in conversations and cut-scenes add to the atmosphere.

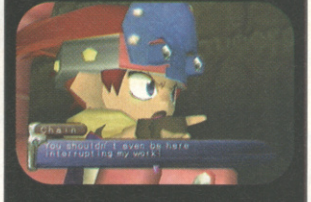
WORTH PLAYING?

Evolution is a great looking title. The story is unusual and is ultimately what drives you onward to completing the game. Dreamcast owners will have to wait for a *Final Fantasy*-beater of their own but *Evolution* is a step in the right direction.

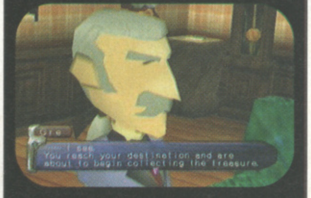
You'll find out a lot in the intro so make sure you pay attention. Looks great, too



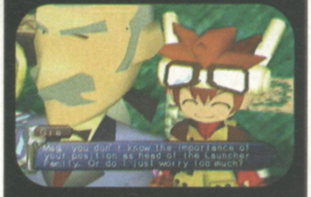
Chain!
How did you get here? And where'd you get that treasure?



You shouldn't even be here interrupting my work!



... I see.
You reach your destination and are about to begin collecting the treasure.



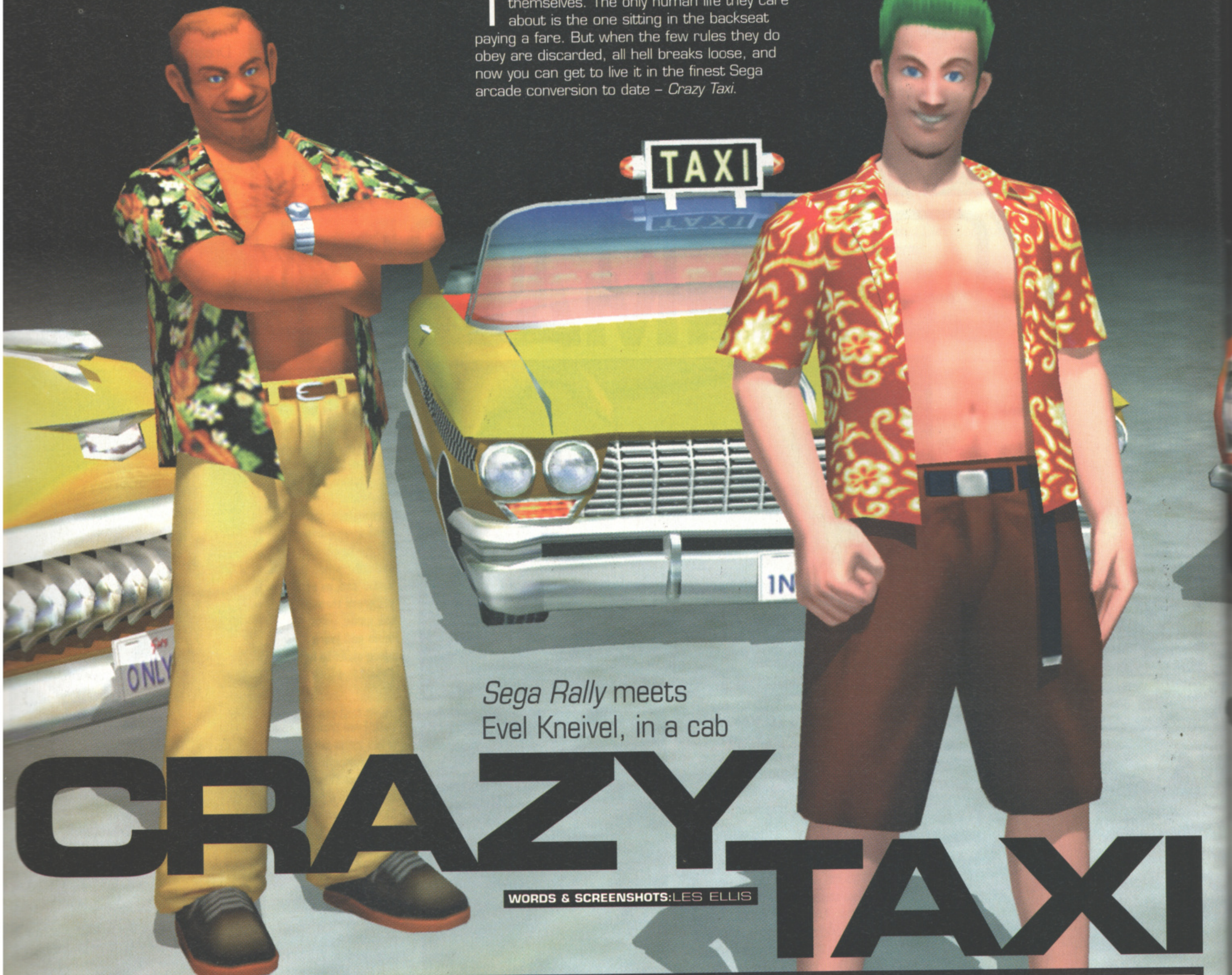
Mag, you don't know the importance of your position as head of the Launcher Family. Or do I just worry too much?

computer and video
Games

★★★

IF YOU LIKE THIS TRY THESE...
FFVIII (PS/PC), *Zelda* (N64), *Wild Arms* (PS)

Taxi drivers have always been a law unto themselves. The only human life they care about is the one sitting in the backseat paying a fare. But when the few rules they do obey are discarded, all hell breaks loose, and now you can get to live it in the finest Sega arcade conversion to date – *Crazy Taxi*.



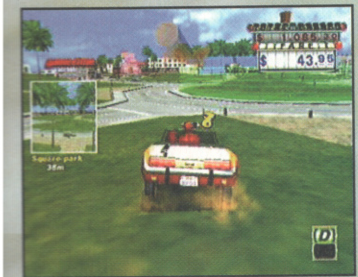
Sega Rally meets Evel Kneivel, in a cab

CRAZY TAXI

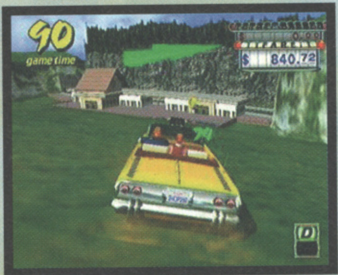
WORDS & SCREENSHOTS: LES ELLIS

SHORTCUT TO VICTORY

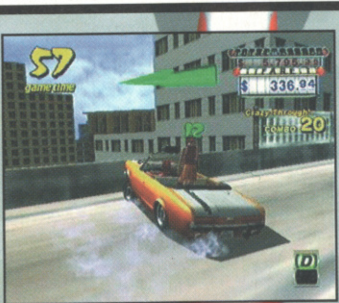
They say the shortest distance between two points is a straight line, so try and travel in one as much as possible. Even though you may have to take some unusual detours and shortcuts, it's a blast and much more fun than following the arrow and obeying the Highway Code all the time.



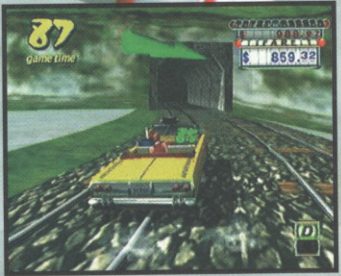
Look at that immaculately cared-for lawn. Pity it's about to get carved up with some heavy tyre marks through it. Who needs a Flymo



Some of the isolated destinations like railway stations are surrounded by wide open fields. Shame to let them go to waste then



You're on the overpass and need to be on the road below. Do you go round, wasting time, or just crash off the side and hope you don't kill someone?



The railways aren't as crowded as the roads and are a lot straighter, cutting seconds off your time, but collisions tend to be more spectacular

GE

Make like
and the co

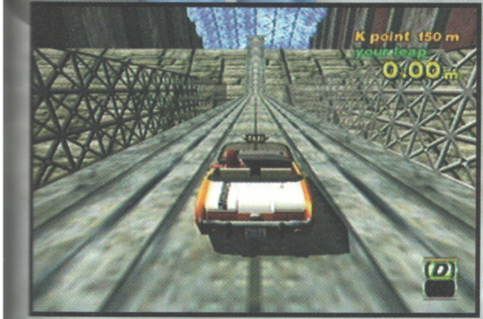
Another ob
strikes on

Dreamcast

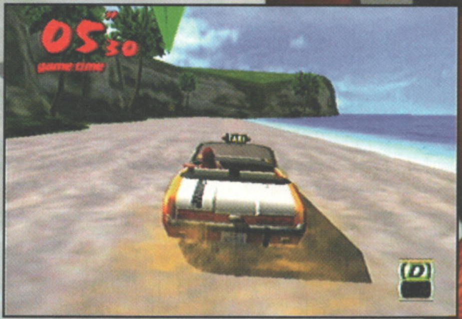
COST: **£39.99**
OUT: **FEB**
MULTIPLAYER: **NO**
COMPATIBLE: **VMU**

GETTING TRICKY WITH IT

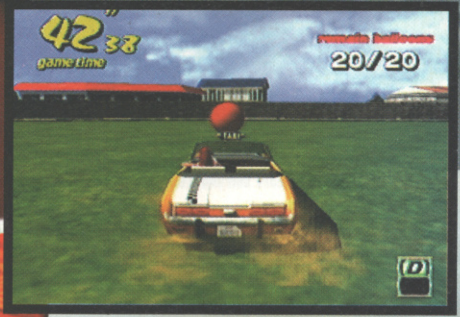
Pulling off stunts and tricks may not sound like the kind of thing you'd do as a taxi driver (unless it's a London black cab). But I'm sure there's room in the taxi driving test for knocking over skittles or bursting giant balloons.


K point 150 m
your leap
0.00 m

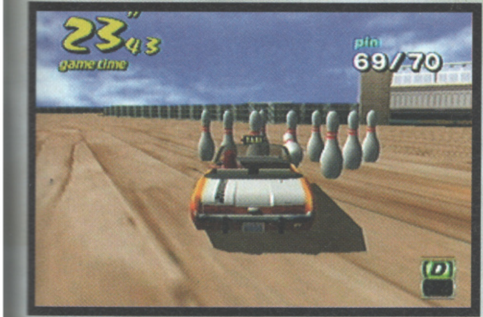
Make like Eddie the Eagle Edwards, but in a cab. Clear 150 metres and the course is sorted. Time for a turbo start, then


05"30
game time

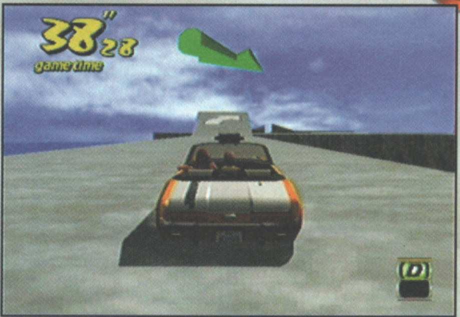
Turn around quick to catch the flag behind you. Power drifting is the key to completing this in a record time


42"38
game time
remain balloons
20/20

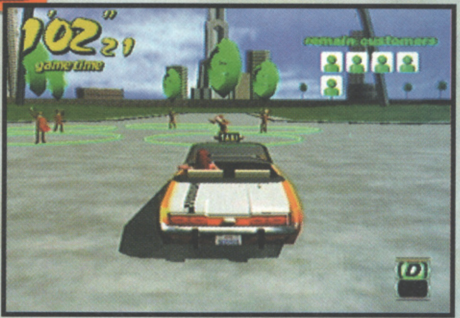
An obvious thing to do in a taxi. Race around a field and burst all the giant balloons within the time limit. Just like you would in real-life


23"43
game time
pin
69/70

Another obvious driving test – ten pin bowling in a car. Getting strikes on all of them isn't as easy as it looks


38"28
game time

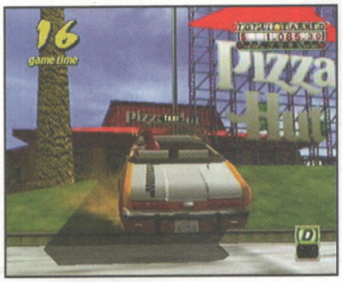
Jump the ramps without hitting the water to get your passenger home on time. Fail and it's more than the engine that'll get flooded


1'02"21
game time
remain customers

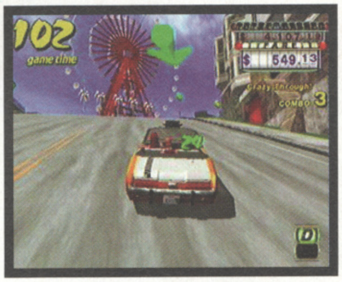
Pick up the punters one at a time and drop 'em all off before the clock hits zero, and you'll be a star and get a huge tip

LOOKS FAMILIAR

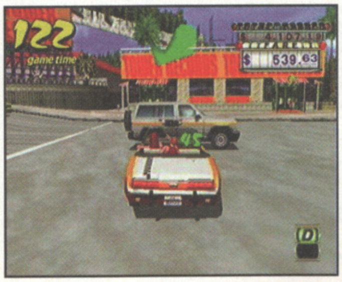
Let's face it, racing from Al's Salmonella Emporium to Ginger Records means nothing to anyone. But Sega has gone and signed some canny deals so it can use real companies to spice things up.


16
game time
Pizza Hut

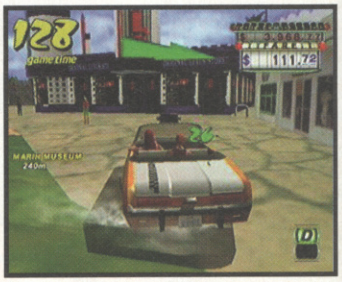
Maybe a clue for the next *Crazy* game from Sega? *Crazy Pizza Home Delivery.* I think that'd sell


102
game time
$ 549.13
Crazy Through!
COMBO 3

So it looks more like something out of *Virtua Racing* than the London Eye, but this one works


122
game time
$ 539.63

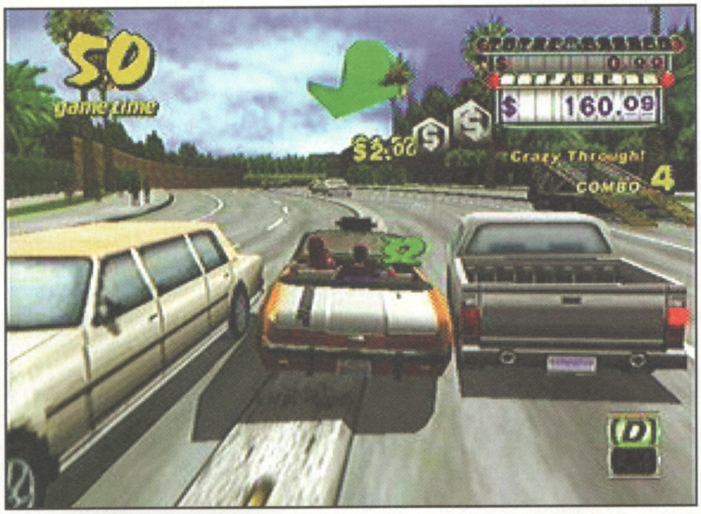
Just time to pick up the latest ABBA tribute album or attend a Steps signing at Tower Records


128
game time
$ 111.72
MARIN MUSEUM
240m

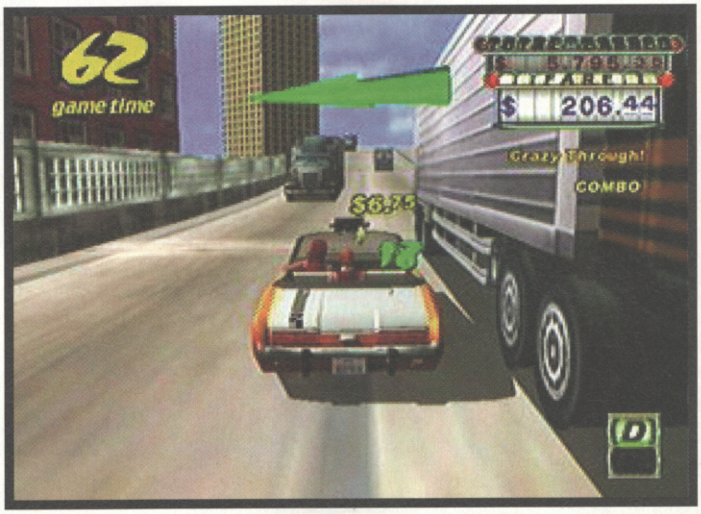
The Original Levis shop. Take the girls here so they can change out of those horrible tartan skirts

THANKS FOR THE TIP

Want to bump up your fare a bit without taking the risk of using a longer route and wasting time? All taxi drivers do it. All you have to do is just impress the guy or girl in the back and they'll tip you big time when the trip is over.


50
game time
$ 160.09
$2.00
Crazy Through!
COMBO 4

Edge between a couple of cars and you'll squeeze a few extra bucks out of your passenger

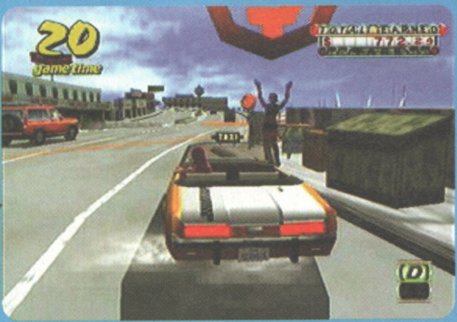

62
game time
$ 206.44
$6.75
Crazy Through!
COMBO

And if you thought you got good money for messing about with cars, dice with death with trucks

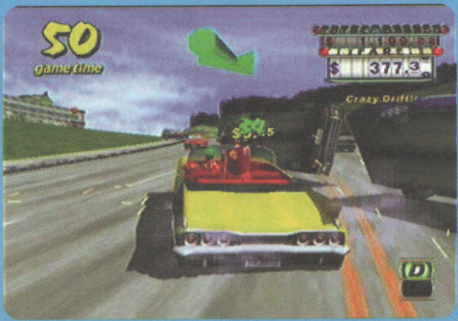
INSTANT PLAYER GUIDE

CABBIE TIPS

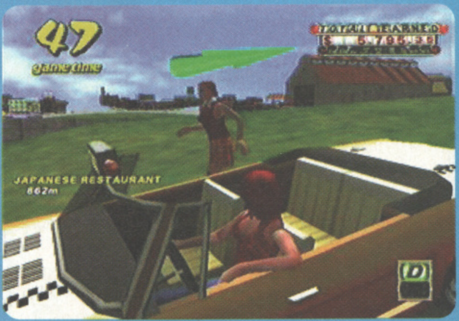
Our resident taxi driving expert Crafty Cockney Cabbie, Alfie, explains how to get more customers and, more importantly, more cash out of the punters in *Crazy Taxi.*


20
game time

Well, starting off is obvious, innit Guv? Slam down the oomph pedal at the same as shifting into D and you'll get that extra boost. Cor blimey, things ain't half changed around here since I was a nipper


50
game time
$ 377.3
Crazy Drift

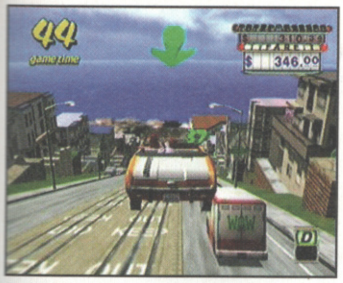
There's more to turning than just spinning the wheel. You'll never guess who I had in my cab last week. When you're in mid-turn, slam the old jam jar into R and then back into D to get a drift going


47
game time
JAPANESE RESTAURANT
662m

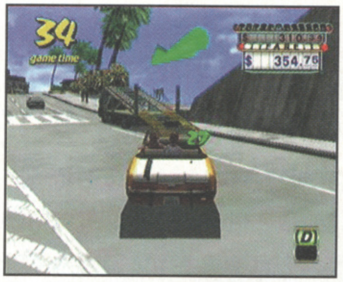
I'm not going south of the river at this time of night, guv. When you're dropping off punters, remember to turn to face sideways so you can pull out quicker, or preferably drop them off near a pick up

CUNNINGSTUNTS

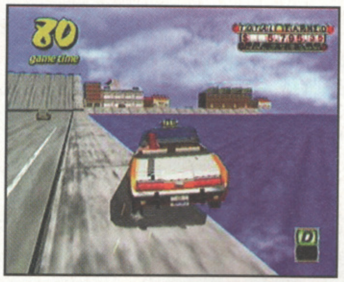
They may not earn you much extra cash or even necessarily speed you up that much, but pulling off stunts like these will impress the girls, your mates and anyone else who's watching. Plus you get the chance to show off a bit.



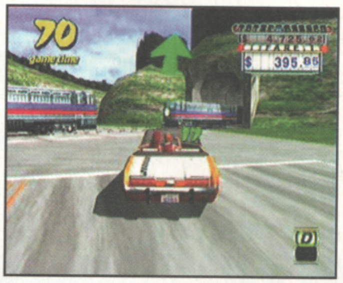
Go full tilt towards a steep hill and when you drive over, you can catch big air and even jump the slower trucks on the way. Just try and avoid actually landing on them too often



Now this guy is just asking for abuse by parking there with his back lowered down. If you're airborne you can't hit traffic to slow down. When you land, however, it's another story



See that bridge up there? See that it's raised? Think that's going to stop you? Think that's a chance for a bit of fun? You're absolutely right. Turbo boost and hit it at full speed

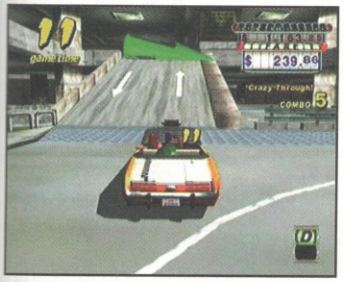


Now this is what we call a real man's game of chicken. There isn't a lot of space here to get in the tunnel between the two trains, but it can be done without needing a new paint job

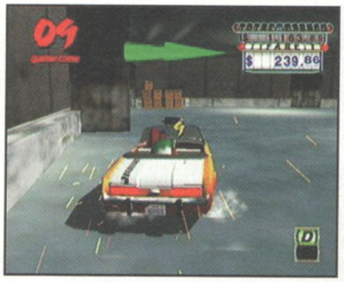
> **"Knowing that your next mistake will end your game is a pure adrenaline rush"**

SUPERFLYGUY

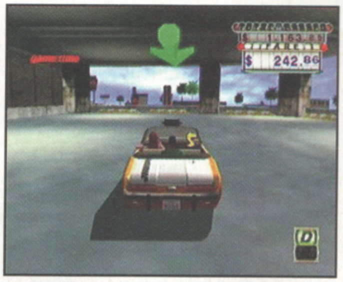
It's a bit of a shortcut and it's a bit of a stunt – but everyone who plays *Crazy Taxi* just has to try this little trick a few times.



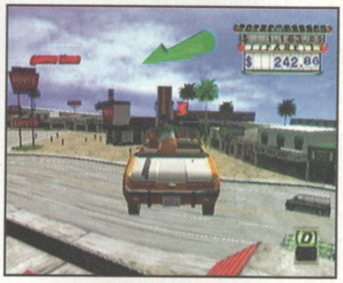
You could go around the car park to your destination but, as your car can't be destroyed, go straight up the ramp instead



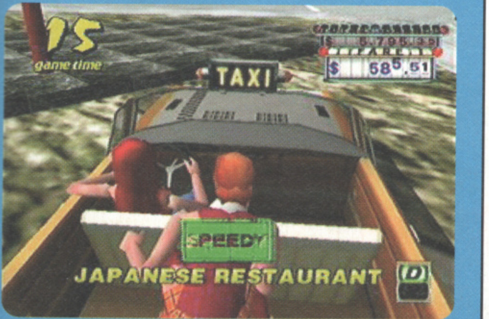
Slow down a bit and turn right when you're safely over the top of the ramp to get ready for the fun stuff to begin. Rev that engine



Don't worry about going over the edge, that's the whole point (your car never gets damaged). At full speed this looks damned spectacular



A quick hop over the roof of another building and you're on course for your destination with seconds clipped off the journey time. Well done



Anyone in this much of a rush for Sushi must have something wrong with them. The faster you reach a destination, the bigger tip you get and the more seconds are added to your clock

WHAT WE THOUGHT

TAKE IT FOR A SPIN

Just when you thought driving games couldn't get any sillier than the likes of *Driver* and *GTA*, along comes Sega with the most insane racer of the lot. You blast through shortcuts in a constant race against the clock to get your passengers to their destinations. But mad-in-the-head action isn't the only thing that shoves *Crazy Taxi* to the top of the pile. Just take a look at the visuals, and when this baby moves at full speed, there's no loss of detail or glitching anywhere – now that's impressive.

PUTS THE F IN FUN

But what really puts *Crazy Taxi* in a league of its own on the Dreamcast is the sheer fun you have while playing it. Racing against the clock, knowing that your next mistake will end your game, is a pure adrenaline rush. All the good intentions of driving from A to B go out the window as you smash your way through traffic, jump through buildings and generally drive like you were on a Police Stop video. As soon as you first slam down the accelerator this changes from another run-of-the-mill alternative racer to something quite unique.

ARCADE PERFECT

As a conversion, it's flawless and Sega has added a new Dreamcast exclusive mode to offer more of a challenge to arcade veterans. Throw in a series of trick courses where you can play ten pin bowling with your taxi or even try out ski jump-style action, and you have something that's going to appeal whether you want a quick ten-minute time-waster or a serious evening-passing party game. Going back to the old style of seeing who can beat a high score rather than just seeing who can get furthest suits *Crazy Taxi* perfectly. One of the best arcade conversions to date, and certainly the most fun game on the Dreamcast.

computer and video Games

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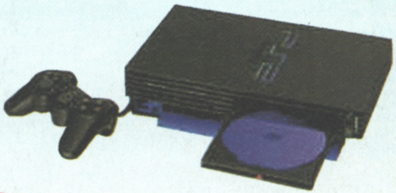

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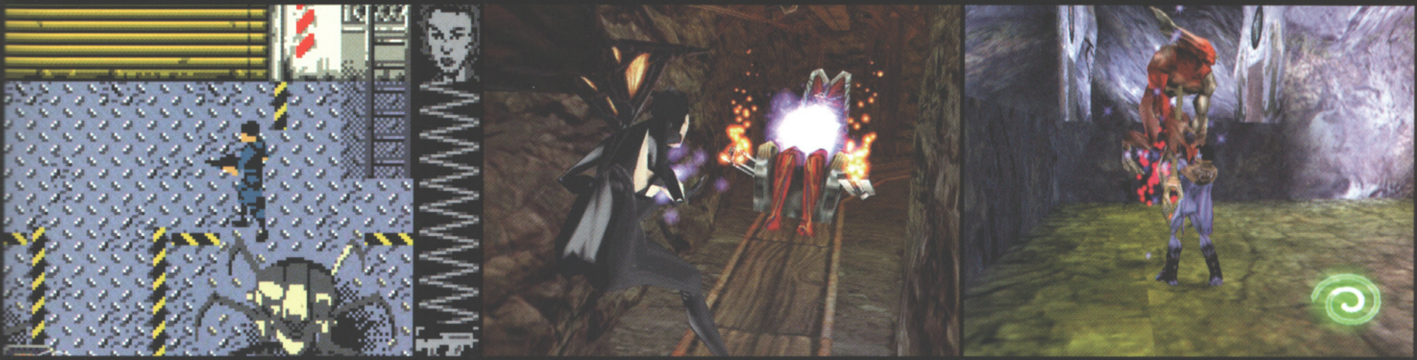

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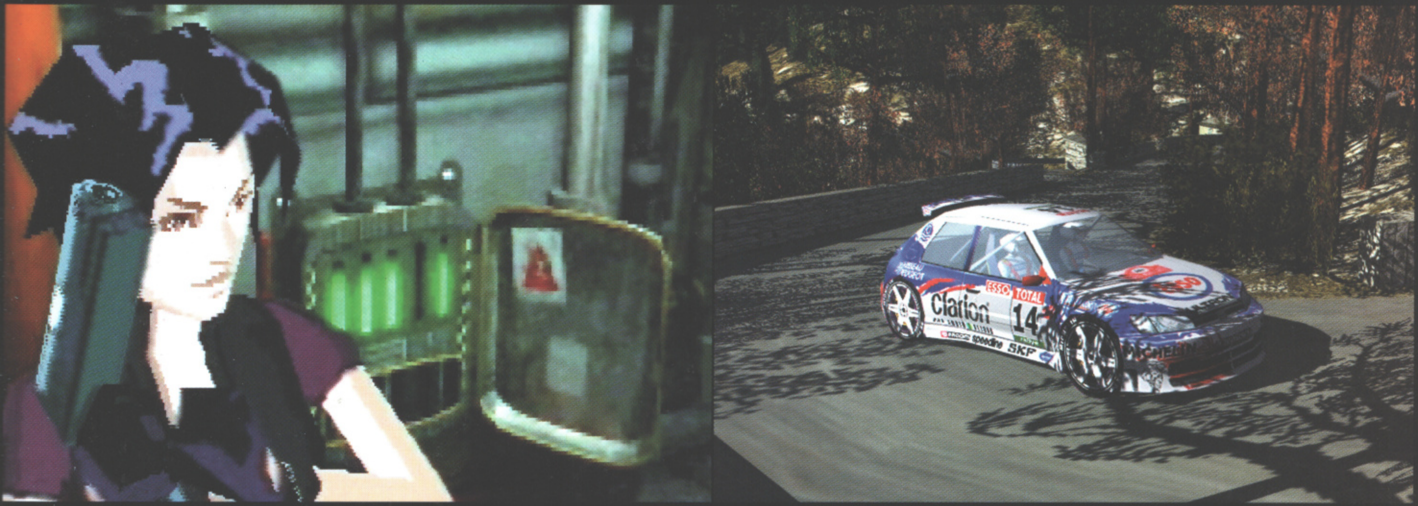

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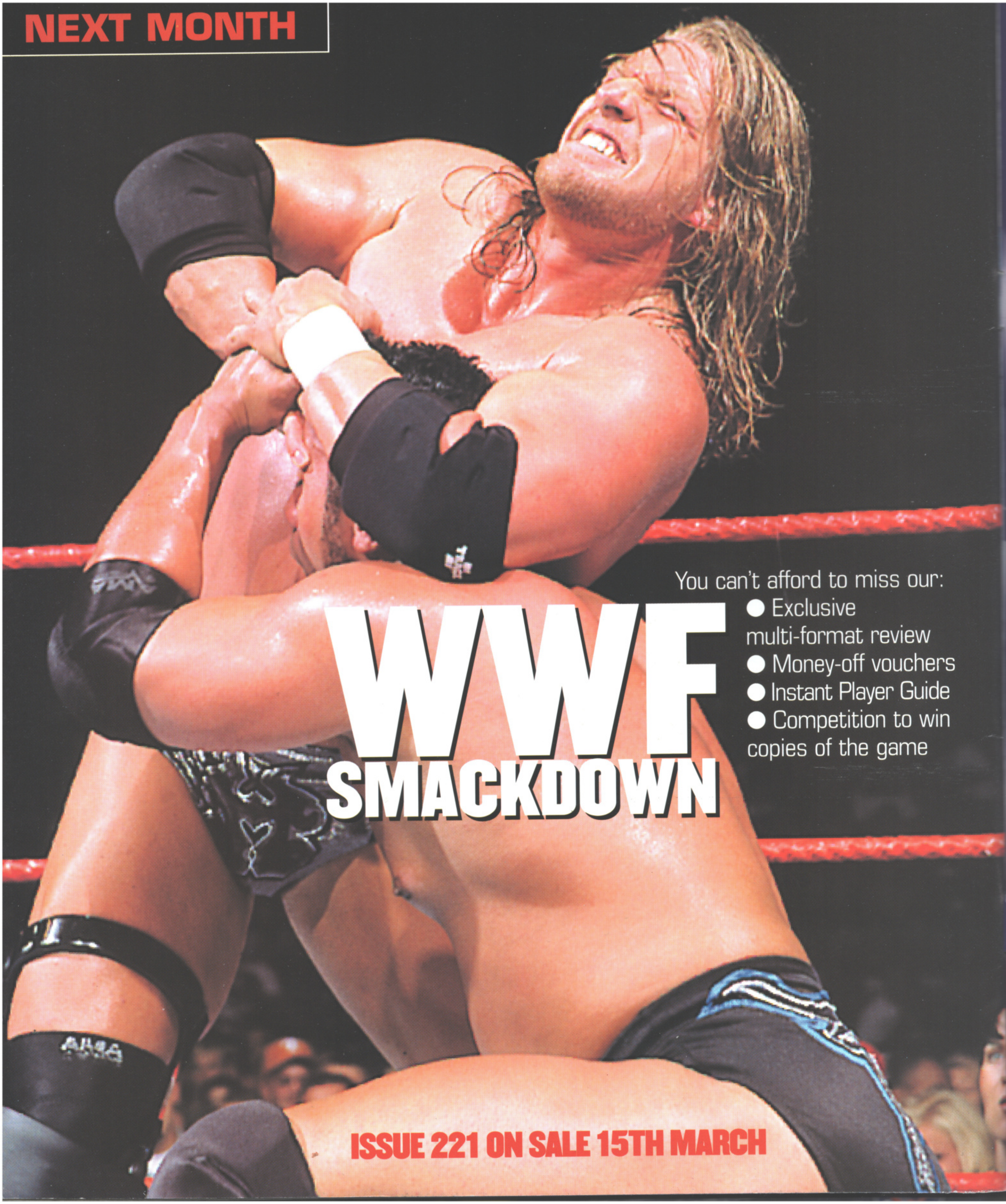

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